SUPER PAPER MARIO™

PRIMA Official Game Guide

NintendoMadness.com

by
Fletcher Black

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Product Manager: Mario De Govia
Editor: Alaina Yee
Manufacturing: Stephanie Sanchez
Design: Calibre Grafix Inc

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Fletcher Black has been playing video games since his parents first set an Atari 2600 down on the orange shag carpet of their suburban paradise. While peers declared their desire to be firefighters or astronauts, Fletcher set his sights on all things pixilated. Similarly, Fletcher earned a journalism degree from the University of Oregon, but while the other students wanted to expose political corruption or corporate scandal, Fletcher sought to reveal greater truths, such as how to beat Bowser, find all the pieces of the Tri-Force, and collect every single Pokémon. When not waist-deep in a video game, Fletcher enjoys writing, movies, travel, and shepherding his animal army. His Prima guides include *FEAR*, *Perfect Dark Zero*, *Ghost Recon Advanced Warfighter*, and *Heroes of Might and Magic V*.

We want to hear from you! E-mail comments and feedback to fblack@primagames.com.

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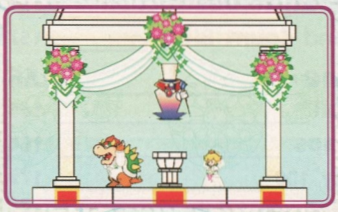
DARK DAYS AHEAD

The *Dark Prognosticus*

There exists a grim tome of prophecy called the *Dark Prognosticus*. Within its pages exist secrets and portents of evil to come—of a time when something will return to nothing. But such bleak esoteric knowledge was not meant for human eyes, as reading the book would unchain its powers and set its prophecy into motion. To reach the end of the book is to deliver crushing finality on the universe.

So, who says reading is always good for you?

The current owner of the *Dark Prognosticus* is the nefarious Count Bleck, a regal being with nothing but a void where his heart once resided. Determined to wreak revenge on the universe and its many dimensions for an unknown grievance, Bleck begins the *Dark Prognosticus*'s demands by arranging a wedding between two of the heroes who are fated to actually defeat the prophecy, as chronicled in the dark book's counterpart, the *Light Prognosticus*. These heroes are none other than Princess Peach and her oft-captor, Bowser.



Word of Peach's kidnapping reaches the ears of brothers Mario and Luigi. Immediately, the duo jumps into action, heading off to Bowser's castle to free Peach and punish the wicked turtle. But when Mario arrives, Bowser does not have Peach. Something is happening with the fabric of space and time. What has already transpired has yet to happen?

Arriving with answers is Count Bleck. Count Bleck, unfortunately a fan of referring to himself in the third-person, reveals that he has Peach. And he is now going to take Bowser and Luigi, too. Using his powers over dimensional travel, Bleck whisks Peach, Luigi, Bowser, and all of Bowser's minions to an alternate plane, leaving Mario behind.

When Mario awakes, he is joined by a crystalline butterfly named Tippi. Tippi is a Pixl. Pixls are age-old sprites with wondrous powers that were scattered across the dimensions centuries ago. Tippi tells Mario of Count Bleck's horrible plot: He will use the *Dark Prognosticus* to destroy all space and time by unleashing the Void, a vortex from which nothing can escape. Mario agrees to follow Tippi to her home in Flipside. Flipside is a town that actually exists between dimensions.

Once in Flipside, Mario meets Merlon, a wise wizard with intimate knowledge of the prophecies in both the books. He says that the marriage of Bowser and Peach has unleashed the Chaos Heart, which in turn fuels the Void. The only way to stop the Void is to eliminate the being that began the machinations: Count Bleck. Merlon charges Mario to find eight Pure Hearts that allow travel between the dimensions threatened by Bleck's plans. If Mario can amass the Pure Hearts and rescue his friends, maybe the universe stands a chance of surviving Count Bleck.

Cast

Heroes

The *Light Prognosticus* decrees that four heroes will rise to fight the Void. Three of these four heroes have always been trusted for doing good: Mario, Peach, and Luigi. But to save the universe, the trio must form an uneasy alliance with their nemesis: Bowser. For the sake of the world—of all worlds—the four must work together in harmony.

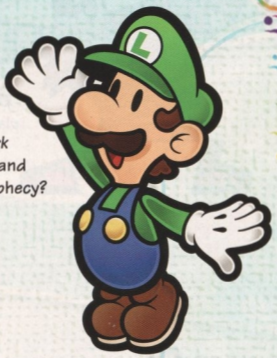
Mario

Mario is a hero in the truest sense of the word, always ready to drop everything to help a friend—either old or new—in need. His adventures have taken him all across the Mushroom Kingdom, but to save the universe, the plumber must now travel the dimensions, meeting exciting (and sometimes silly) characters in worlds he's never even dreamed could exist.

Princess Peach

Princess Peach is always getting kidnapped. But this time, she manages to loose her bonds and escape. Peach is an important member of the heroic party, using her skills with a parasol to reach great heights. The heroics Peach demonstrates in this mad dash across the parallel planes are impressive, especially when she has a showdown with…well, you'll see.

Luigi



Luigi has never enjoyed the spotlight like his famous brother, but it turns out that he is a pivotal figure in the *Dark Prognosticus*'s prophecies. Does Luigi have the fortitude to stand up to Count Bleck and refuse his place in the prophecy?

Bowser

Mario's great adversary Bowser is caught up in Count Bleck's plot just like Mario and Luigi. At first, Bowser refuses to help the brothers, but then he's reminded that if the entire universe is destroyed, all his favorite pastimes will be gone, too. No more Koopas to boss around. No more princesses to kidnap. And so Bowser decides put off his fight for another day and help Mario save the dimensions.

Villains

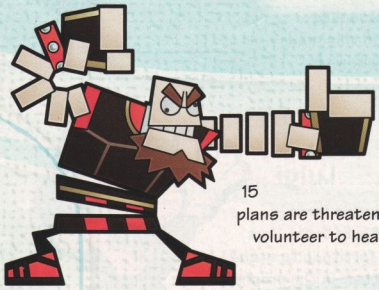
Count Bleck could end the universe by himself, but chaos and destruction are so much more satisfying when enjoyed with friends. The count employs a group of followers to do his bidding and ward off the four heroes should they begin undoing his plot.

Count Bleck

Count Bleck is the being behind the Void. Bleck is determined to destroy all worlds so he can create new ones of his own, but does he overestimate his control over the powers of the *Dark Prognosticus*? And what caused Bleck to turn to the dark side? Is there something secret in his past that holds the key to stopping his drive to end the universe?

Nastasia

Nastasia is Count Bleck's second in command, a fastidious paper-pusher who makes sure the army remains in line at all times. This neat freak possesses powerful hypnotic skills that help Count Bleck expand his forces. Nastasia has turned all of Bowser's Goombas and Koopa Troopas against him.



O'Chunks

Nastasia and Count Bleck are the brains of the operation, leaving dim bulb O'Chunks strictly as the muscle. This brawny bodyguard is ready to go 15 rounds at the drop of a hat. When his master's plans are threatened by the emerging heroes, O'Chunks is the first to volunteer to head across the dimensions and stop them.

Mimi

Petulant Mimi is a skilled shape-shifter. Mimi can take on any form she desires, often using this talent for her own entertainment instead of for evil. Eager to help Count Bleck's plot, she's crafted a special spider form to combat the four heroes should they get too close to Count Bleck.

Dimentio

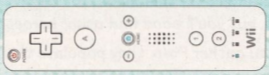
Magical Dimentio is a crafty minion with less-than-honest intentions. Dimentio seems like a team player, but with the ability to turn invisible, this magician listens in on conversations for things he can later use for his own purposes. Dimentio is perhaps the most dangerous of the minions, but Count Bleck is so blinded by his destructive desires that he fails to see the threat within.

AVOIDING PAPER CUTS

Getting Started

Welcome to *Super Paper Mario*. To stand a chance against Count Bleck and his henchmen, you need to know the basics of moving through the dimensions, conquering creatures, and making the most of the items and treasure you pick up during the adventure. Before stepping through the first dimensional door, make sure you know the secrets of the Pixls and each hero's special skills.

Controls



Hold the Wii Remote on its side to play Super Paper Mario.

- ✣ = Movement
- Ⓐ = Mario's Dimension Technique
- ① = Pixl action, advance text
- ② = Jump, select item
- ⊕ = Menu screen
- ⊖ = Control diagram

Movement

Use ✣ to move the heroes through the dimensions. *Super Paper Mario* employs the basics of a platform-action game, such as pressing left and right to move. When you drop into the water and swim, use ✣ to move around. To quickly rise to the surface, press ②.

To jump up and scale blocks or stairs, press ②. Each character has a different jumping height, so try a new hero if your current selection isn't getting the necessary height to scale an obstacle.

Defend Yourself

The dimensions are crawling with enemies big and small. You can defeat most enemies, such as Koopa Troopas and Goombas, by jumping on them. However, some enemies have natural defenses. Spinys are prickly by design and cannot be defeated with a simple jump. You must seek out other means of eliminating them, such as throwing another enemy into them. Some of your Pixls, friends that accompany you on your adventure, have skills to defeat monsters. And one of the heroes, Bowser, can breathe fire and eliminate almost any enemy regardless of its natural defenses.

Status Ailments

Many of the enemies you encounter have special attacks that affect your well-being beyond regular HP damage. The Cherbil, for example, can hit you with a blast of sleeping gas. You have a few seconds to fight off some of these effects—curses cannot be warded off—by shaking the Wii Remote as fast as you can. (Put that wrist strap on first, though.) Curses go away on their own after some time.

Poison: While poisoned, you slowly lose HP, one point at a time.

Sleep: Sleeping makes you temporarily immobile, exposing you to enemies.

Frozen: When frozen, you cannot move.

Cursed: This temporarily drops you to half-speed.

Backward Curse: Your controls are temporarily reversed.

Heavy Curse: This curse limits the height of your jumps.

Tech Curse: This curse prevents a hero from using special moves, such as Mario's Dimension Technique.

Interaction

To interact with people and objects, walk up to them and press ✣ in the direction noted by the symbol appearing over your character's head. Press ✣ to engage passersby in conversations or chat up shopkeepers. Treasure chests and doors are typically opened by pressing ✣, too, but there are occasions when you must press ✣ or ✣ to interact with them. Always look for the symbol over your hero's head to see what direction you need to push ✣.

Game Screen

You spend the majority of your adventure on the main game screen, moving your hero through the dimensions and attacking creatures. The game screen features useful information that you must keep track of as you go.

1. HP: This is your hero's current health situation. The number on the right notes the maximum amount of HP your hero has. The number on the left is your current HP.
2. Score: Whenever you defeat an enemy creature or find a special item, you earn points.
3. Coins: You collect coins by defeating enemies, punching blocks, or discovering them in secret rooms. Use coins to shop for cool new items.
4. Flip Gauge (appears when, and directly after, using 3D): This meter tracks how much time you can spend in the 3D perspective.

Menu Screen

When you press ⊕, you pause the adventure and bring up a menu screen. This screen gives you a quick view of your current status, lets you explore your various inventories, and permits you to switch between heroes and Pixls.

1. Characters: After a new hero joins your party, you can switch characters via this menu. You begin the adventure with Mario, but you'll soon find other heroes to help out.
2. Pixls: As you gather Pixls, they populate this list. To select a Pixl, access this menu and choose a companion. You can now use that Pixl's special talents.
3. Items: While exploring the dimensions or shopping, you accumulate items. To use an item, select it from this menu. If the item requires a special button press, you must input the command after exiting from the menu. (For a complete listing of items, please see the Items and Gear section of the appendix.)
4. Important Stuff: This menu details all of your special items that are needed to advance through the story. You always have a Return Pipe in this menu, which lets you instantly warp back to Flipside. As you find keys or other goodies, these items populate this list.
5. Chapters: Use this menu to see which chapters you have previously visited and/or completed.
6. Cards: You can collect 256 cards during your adventure. Track which cards you have here. (For a complete listing of cards, please see the Card Collection section of the appendix.)
7. Recipes: You can increase the potency of your items by mixing them at one of the cooks in Flipside. You need to know the proper combination of ingredients, though, to successfully cook a new recipe. Track your successful recipes here. (For a complete listing of recipes, please see the Recipe section of the appendix.)
8. Status Check: This section of the menu details the current stats of your heroes, such as level, HP, points, and play time.
9. Maps: After buying treasure maps from a traveling salesman named Flamm, you can see exactly where X marked the spot in this sub-menu.

Your Status

Use the menu screen to track your current status and your game statistics. From the menu, you can view your current level, the requirements for reaching the next level, the number of coins in your pocket, and the strength of your attacks (ATK).

Scoring and Levels

Whenever you defeat an enemy, you earn points. When you accumulate enough points, your heroes level up. Every level increase results in either a five-point HP increase or a one-point bump in your attack power. (The rewards alternate with every new level. For example, the reward for reaching level five is an ATK boost, so look for an HP bump for reaching level six.) From the menu screen, you can see the required number of points to make it to the next level. If you're getting close to a new level, target every single enemy to earn those points.

The rewards for leveling up are too useful to skip many enemies. If you avoid danger too often, you'll enter boss battles unprepared. The higher your attack powers, for example, the more damage you can do—you can end some battles almost the moment they begin if you earn a really high level. And the extra HP you earn every other level will keep you in the game longer without the need for expensive healing items. Here are first 30 levels:

Levels

Level	Points	Reward
2	10,000	+5 HP
3	20,000	+1 ATK
4	40,000	+5 HP
5	60,000	+1 ATK
6	90,000	+5 HP
7	120,000	+1 ATK
8	160,000	+5 HP
9	200,000	+1 ATK
10	250,000	+5 HP
11	300,000	+1 ATK
12	360,000	+5 HP
13	420,000	+1 ATK
14	490,000	+5 HP
15	560,000	+1 ATK
16	640,000	+5 HP

Level	Points	Reward
17	720,000	+1 ATK
18	810,000	+5 HP
19	900,000	+1 ATK
20	1,000,000	+5 HP
21	1,100,000	+1 ATK
22	1,210,000	+5 HP
23	1,320,000	+1 ATK
24	1,440,000	+5 HP
25	1,560,000	+1 ATK
26	1,690,000	+5 HP
27	1,820,000	+1 ATK
28	1,960,000	+5 HP
29	2,100,000	+1 ATK
30	2,250,000	+5 HP

Increase Your Score!

You can increase the number of points earned for defeating enemies by manipulating the Wii Remote while bouncing off a creature. Jump on the creature and then, while in the air, quickly move the Wii Remote in different directions, such as up and down or side to side. These fast movement result in on-screen acrobatics for the pleasure of a viewing audience. (Shy Guys and Goombas crowd the edges of the screen to see the show!) If you keep shaking between the multiple bounces required to defeat a single enemy, you can really rack up the kudos and extra points.

Using the Heroes

Special Skills

Each of the four heroes has a special skill to contribute to the cause, such as gliding or super-jumping. Learning which skill to use in each situation is one of the keys to success.

Mario

Not long after starting his adventure across the dimensions, Mario learns the **Dimension Technique** from an old wizard. This talent allows Mario to change perspective on the fly, pretty much anywhere and at any time. To use the technique, press Ⓐ. A small pointer draws a quick square around the plumber and he's magically flipped from 2D into 3D. This talent lets you see the world in a whole new way. Flipping, as it's called, is the best way to hide from certain enemies or spot new routes not visible in 2D.

When you're seemingly stuck and you don't know where else to go, try flipping. A dead end suddenly becomes a door. A suspicious-looking empty corner is now the entry to a secret path. Many blocks only appear in 3D, too. Sometimes Coin Blocks or ? Blocks hidden in 3D contain extra goodies that make travel in 2D much easier.

Flipping between dimensions brings up the Flip Gauge. The Flip Gauge slowly dwindles as Mario remains in 3D. If the gauge reaches zero, Mario suffers 1 HP of damage. To refill the meter, flip back to 2D and remain there until the meter is completely full. A helpful chime lets you know when the Flip Gauge is full again.

Peach

Peach never goes anywhere without her pink parasol—dimension traveling adventures included. Her parasol, deployed by holding ② when jumping, lets Peach glide through the air for a long time. This lets her cross wide gaps in the ground that none of the other heroes can traverse. Peach can also use her parasol as a defense. When facing off against enemies, hold down to make Peach duck behind her parasol. The pink shield keeps monsters at bay.

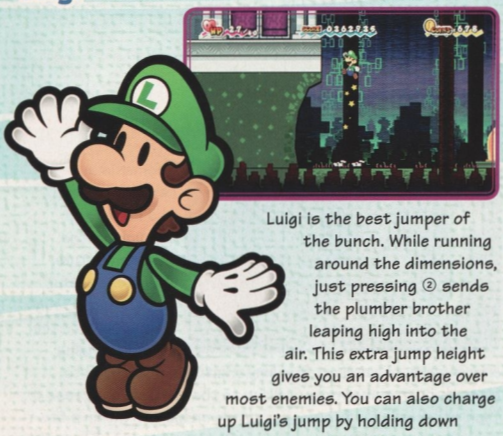
Bowser

The Koopa King is the strongest fighter of the heroes. Not only does he always have a double ATK rating, but he also can breathe fire on enemies. To use Bowser's powerful fire attack, press down. Bowser crouches down, opens his maw, and lets fly with a blast of searing flames until you stop

holding down. Bowser cannot use his fire attack in the air, unless he has the help of one of the Pixls: Carrie.

Like the other heroes, Bowser can jump on enemies to defeat them. However, due to Bowser's enormous size, he is slower and cannot get the same height as the other heroes. Watch for situations where Bowser's size might be a hindrance, such as narrow passages. Bowser might fill up the whole passage and be unable to jump.

Luigi

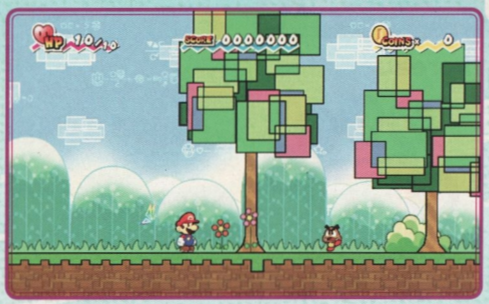


Luigi is the best jumper of the bunch. While running around the dimensions, just pressing ② sends the plumber brother leaping high into the air. This extra jump height gives you an advantage over most enemies. You can also charge up Luigi's jump by holding down until you see the plumber go almost completely flat. When you release, Luigi goes flying, leaving a small star trail behind him. These super-jumps let you access high ledges that the other heroes cannot reach.

Luigi's super-jump can also be used offensively. When Luigi leaps high, he raises one fist over his head. If you position Luigi under an enemy and release a super-jump, he rockets into the air and bashes the monster above him with a flying uppercut.

The Pixls

The Pixls are a collection of ancient creatures that went into hiding long ago after the *Dark Prognosticus* was created and then sealed away by the ancients. With darkness on the horizon, it is time for the Pixls to return to the world and help out the fabled heroes. Each Pixl has a special talent that proves invaluable at least once in the adventure—but you'll soon discover that having these Pixl pals by your side makes this one wild ride, offering you multiple methods for exploring the dimensions or attacking enemies.

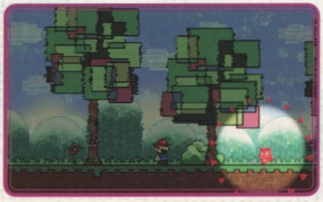


You begin the adventure with Tippi. As long as she is in the party, Tippi flutters behind the heroes. When you discover new Pixls, they readily join the team, but you can use only one at a time. The selected Pixl trails the hero and Tippi at all times, ready to offer assistance. All Pixl powers, save for Tippi's pointing, are attached to ①.

Tippi

Where Found: Start of adventure

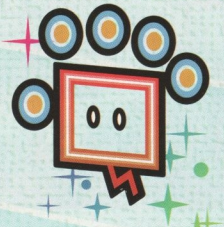
Function: Scans objects and enemies, exposes secret objects



Tippi is the first Pixl to join Mario on this adventure across the dimensions. Tippi's skills are invaluable when exploring new areas and encountering never-before-seen enemies. When you point the Wii Remote at the television screen, Tippi goes into action. Move Tippi's field of vision around the screen, illuminating objects or enemies. Press Ⓐ and Tippi will tell you everything she knows about it, such as the function of the item or the creature's vital stats.

You can also use Tippi to flush out invisible objects, such as stairs, door, and blocks. If you ever get into a tight spot and flipping doesn't reveal what you should do next, try Tippi. She might spot a door or see a block. Tippi can then make the hidden object permanently visible—just press Ⓐ.

Thoreau



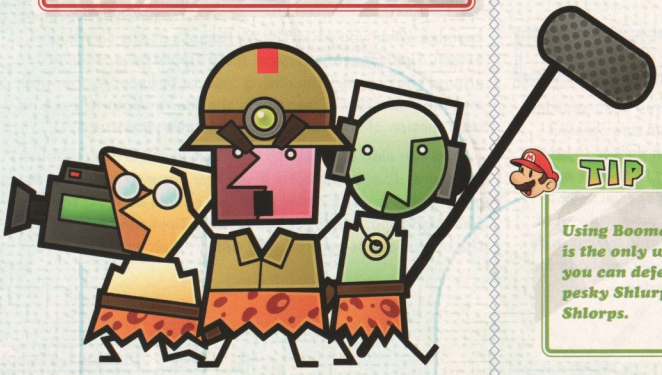
Where Found: Yold

Function: Grabs objects and enemies

Thoreau is a brawny Pixl that can pick up almost anything. If you need to reach through a narrow crack and hit a switch or grab a key, use this handy Pixl pal. To activate Thoreau, just press ①. Thoreau is especially useful against enemy creatures. If you pick up an enemy, you can then walk around the environment with the creature held high over your head. While holding the enemy, you can press ① to either throw the enemy off a cliff or hurl it into a group of other baddies. If the enemy strikes another nasty, they both take damage.

CAUTION

Don't pick up enemies with spikes on their heads, such as a Spiny or Moon Cleft, with Thoreau. Thoreau will grab the enemy as commanded, but when you hoist it over your head, you end up poking yourself in the face and take damage.



Boomer

Where Found: Gloam Valley

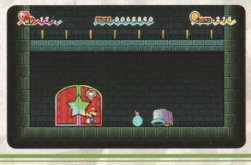
Function: Drops bombs

Boomer is an invaluable friend who serves you throughout the entire adventure. This Pixl is useful for blasting through blockades, affecting the surrounding environment, or warding off enemy creatures. If you need to blast through some bricks, walk up to the obstacle and press ①. Then either wait for Boomer to explode on his own within a few seconds, or press ① again to manually detonate him. Boomer's blast will not hurt the heroes. Boomer's explosions can also remotely activate switches.

You can use Boomer to clear out enemies, too. Place Boomer in the path of an incoming enemy by pressing ①. Back off and let the enemy wander within Boomer's blast radius. Press ① when the time is right and Boomer will dish out damage. This is a great way to eliminate enemies that you dare not get very close to, including several of the bosses.

TIP

Using Boomer is the only way you can defeat pesky Shlurps and Shlorps.



Slim

Where Found: Merlee's Mansion

Function: Makes hero ultra-skinny

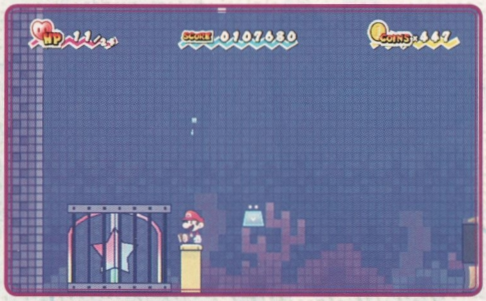
When you recover Slim in Merlee's Mansion, you quickly discover this Pixl's extreme usefulness. Slim makes you very thin when you press ①. You can still move when you are affected by Slim's thinning talents, but the moment you stop, you disappear. This is a great way to seek cover for enemies or allow a moving obstacle, such as an electrified gate, to bypass you completely.

You can also use Slim to slip into hard-to-reach areas. Sometimes, you spy a slot in a wall or a narrow opening in the ground. Use Slim to get skinny and then slip through the narrow opening to check out the secrets beyond.

Thudley

Where Found: The Tile Pool

Function: Ground-pound



Thudley is the heaviest of the Pixls. When you rescue this Pixl from the Tile Pool, you can immediately start using its ground-pound talents to smash objects into the floor. Use Thudley to flatten posts or hit extra-large switches that your hero's normal body weight cannot activate alone. To pound something with Thudley, stand over the target and press ①. Your hero and the Pixl jump up, do a little flip, and then slam down into the ground.

You can use Thudley to injure enemies, too. If an enemy is creeping up a wall or along the floor, jump over the enemy and then press ① in midair to execute a spin and come crashing straight down. Just make sure the enemy doesn't have a spike on its head or you'll be the one that's left hurting.

Carrie

Where Found: Fort Francis

Function: Skims over dangerous surfaces

Carrie is an excellent addition to the Pixl squad. This Pixl forms a floating platform by pressing ①. You can then ride the Pixl across treacherous surfaces, such as spikes, without taking any damage. There is no time limit for using Carrie, so you can zoom back and forth without any worries.

Carrie also helps Bowser move faster and jump higher. As you'll see in the walkthrough, using Bowser and Carrie as a team is a great way to even the odds against particularly tough foes.

Fleep

Where Found: Planet Blobule

Function: Exposes secret spaces

Fleep works sort of like Tippi, but he does not give out handy tips or expose invisible objects. Instead, Fleep can reverse small sections of space, sometimes revealing a hidden secret. Look for special Fleep markings (they appear as glowing white thunderbolts) as you cross the dimensions. When you see a mark, press ① to activate Fleep. Move Fleep with ✣ over the special mark and press ① again. If you're right over the mark, Fleep's spinning will release a hidden treat.

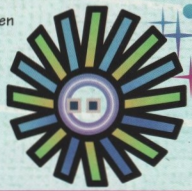
NOTE

Once you have rescued Fleep from Planet Blobulo, you can start the treasure hunting portion of the adventure. See the Flipside and Post-Game sections for a complete explanation of finding treasure maps and seeking out hidden booty.

Dottie

Where Found: Floro Sapien Kingdom

Function: Shrinks hero



Dottie shrinks heroes down to an itty-bitty size, perfect for slipping into tiny doors and holes. Keep your eyes peeled for small doors and pipes across the dimensions. When you spot a tiny portal, shrink down with Dottie. Now you can enter the door and see what surprises await.

Cudge

Where Found: Gap of Crag

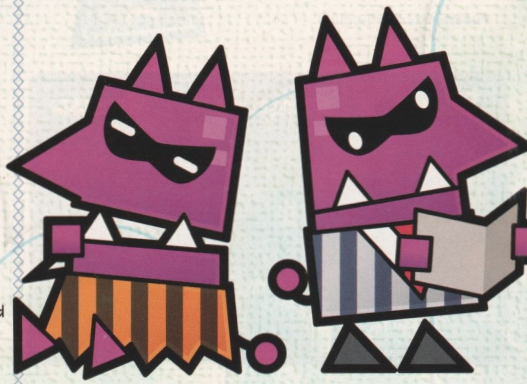
Function: Destroys large blocks

Once you rescue this Pixl, you can swing Cudge like a righteous hammer of justice. Cudge can destroy any small brick, but when you need to shatter one of the giant yellow blocks that often block secret doors and pipes, this is the Pixl for the job. Walk up to the giant block and press ① to swing the hammer down. It usually takes one hit to reduce the block to rubble.

You can also use Cudge against enemies. While jumping is still the preferred method of disposing of many creatures, Cudge's specialty is dispatching nasties with spikes on their heads, such as the Spike Top or Moon Cleft. Just walk up and press ① with Cudge equipped. The hammer swings down and smashes the bad guy.

NOTE

There is an entire franchise of food shops called Itty Bits, accessible only after you uncover Dottie. These shops sell foodstuff and ingredients you cannot find at normal-sized shops.



Barry

Where Found: Bitlands

Function: Creates barrier

Barry seems like a cowardly Pixl the first time you meet him in the Bitlands, but once you persuade him to join you and the rest of the Pixls, you'll find him to be an invaluable ally. In battle, pressing ① with Barry equipped creates a temporary force field around your hero. The force field lasts only a second before disappearing (you can always press ① again to get it back), but it's strong enough to block most incoming attacks. Barry's force field can even damage some enemies if they are unfortunate enough to come in direct contact with your hero while the Pixl's talent is in effect. The damage that an enemy takes from Barry's force field is one-half of your ATK level.

Piccolo

Where Found: Flopside Fortune Teller

Function: Plays music

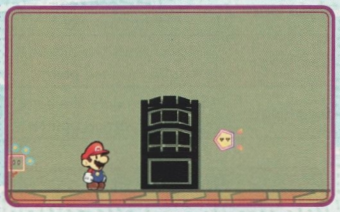
Piccolo is one of the optional Pixls in this adventure. You are not required to find Piccolo—in fact, it takes a bit of time to run the series of errands that result in earning Piccolo—but once you do, you'll find the Pixl's unique gifts fun to use. Piccolo plays music when you press ①. If you switch characters while Piccolo is equipped, you hear different tunes.

A handful of blocks in the dimensions have a Piccolo symbol emblazoned on the side. After you find Piccolo, seek out these blocks and use the Pixl when standing next to them. The magical blocks dissolve, often revealing a special treat.

Dashell

Where Found: Flipside Pit of 100 Trials

Function: Speed boost



Dashell is another optional Pixl. This friend is hidden in a treasure chest at the end of the Flipside Pit of 100 Trials, a 100-room contest of strength and stamina. When you do finally recover Dashell and equip him to a hero, hold down ① and start moving. Double dash! Dashell kicks your hero into high speed, allowing you to cover ground quickly. It's great way to travel, especially when running errands.

Who is this sharp-looking Pixl? There's only one way to find out—get to playing Super Paper Mario! (Or just flip to the end of the book. So, actually there are two ways.)

Goodies

While exploring the dimensions, you discover helpful treasures and goodies hidden inside ? Blocks. Seek out these special items, as they will make your travels much easier—and some might even affect your scoring.

Mushrooms

Mushrooms are a staple of every video game plumber's diet. Seek out these tasty fungus treats to restore lost HP.

	Mushroom	Benefit
	Mushroom	Restores 10 HP
	Super Shroom	Restores 20 HP
	Ultra Shroom	Restores 50 HP

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Flowers

Three kinds of special flowers sprout from punched ? Blocks. Grab these flowers and reap the rewards of having an exceptional green thumb.

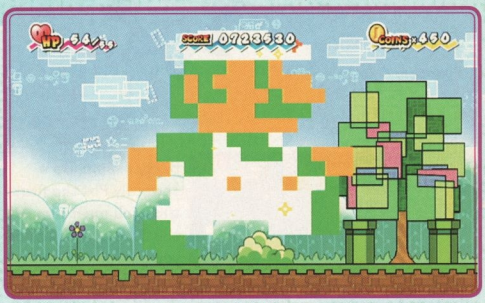
Flower	Benefit
Happy Flower	Makes coins fall from the sky
Slow Flower	Slows down the action, tripling earned points
Speed Flower	Speeds up only the hero, tripling earned points

Happy Flower: Pick these petals to start coin showers. Coins drop from the skies on little flower parachutes, slowing their descent so you can pick them up. These showers are brief, so get moving and grab as many coins as possible.

Mega Star

The Mega Star is a very special treat indeed. When you pop one of these stars, the adventure freezes as your hero is transformed into a towering, 8-bit version. Your mega form is invincible. Run through stages, flattening enemies with a single touch. Blocks, bricks, and pipes crumble beneath your feet. The effect of a Mega Star is only temporary, but it sure is fun while it lasts.

Mega Peach

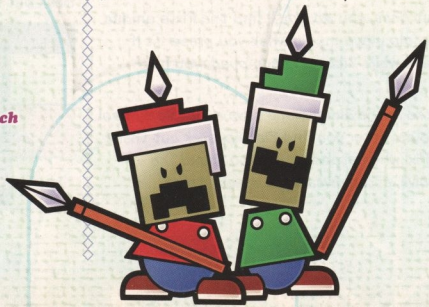


Mega Luigi

Mega Bowser

Pill Pals

You can sometimes punch a set of Pill Pals out of a ? Block. These little companions surround you, mirroring your movements. When you run, they run. Pill Pals attack enemies when you get close, but can withstand only one touch from a foe. While a valiant Pill Pal may strike down a Piranha Plant on your behalf, the little fella then plummets off-screen.



FLIPSIDE AND FLOPSIDE

Flipside

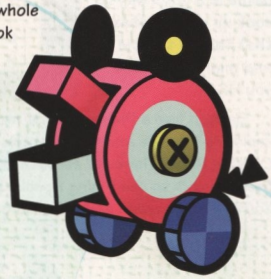
After Mario's friends are whisked away by the nefarious Count Bleck, Tippi leads Mario to the town of Flipside—a strange city that exists between the tapestry of dimensions that make up the known universe. Like any town, Flipside has its fair share of commerce, such as an item shop or an inn. Plenty of citizens stroll through the city. Be sure to chat with all of them to get the full scoop on Flipside.

Movement through Flipside happens via system of elevators and pipes. Arrows on the walls indicate an elevator, and the direction of the arrow points to which direction the elevator travels. Flipside has many outlying areas, called the outskirts. You can explore these areas by using Mario's Dimension Technique. Only by flipping in 3D and spotting hidden paths can you see the full scope of the town and find all of its secrets.

Between every chapter that unfolds in the other dimensions, you return to Flipside. While in Flipside, you can shop for extra items and rest before seeking out the next Heart Pillar, an altar that works in tandem with the Pure Hearts to open new dimensional doors.

Important Spots

These are the highlights of Flipside, such as the shops and points of interest. Because you cannot move through the whole town on your first visit, look for hints and locations of secret goodies in the sections that detail what actions must be taken between chapters.



Merlon's House (Second Floor)

You will visit the home of the wizard Merlon multiple times during your adventure. The sage being is the protector of the *Light Prognosticus*, a book created in hopes of prophesizing about the heroes fabled to negate the terrible portents foretold in the *Dark Prognosticus*. Merlon has vast knowledge about many things, from Pixls to Pure Hearts. Seek this wizard's advice often—he will never steer you wrong. Merlon's house is on the second floor of Flipside, next to a very useful Save Block.

Flipside Tower

The Flipside Tower hosts the seven dimensional doors. Whenever you install a Pure Heart in a Heart Pillar, a new door atop the tower appears. When you need to scale the Flipside Tower, use the giant doors at the base of tower on the second floor of Flipside. The doors are to the right of Merlon's House.

Shopping

There are a few shops in Flipside where you can spend your hard-won coins. Visit them whenever you return to Flipside after journeying across the dimensions.

Howzit's (Second Floor)

Howzit's shop is on the second floor, left of Merlon's house. The merchant sells a variety of goods at fair prices. Every time you buy an item from Howzit, he records the purchase and gives you a point. The more points you accumulate with Howzit (and these points are shared by the other branches of Howzit's located in other dimensions), the more chances you have of winning some prizes.

Howzit can also store items for you when your inventory gets too full. Just drop an item off at Howzit's shop and pick it up later at no charge. You can retrieve stored items at any of the Howzit's located in the dimensions, no matter where you dropped off the gear.

Howzit's Shop

Item	Price
Shroom Shake	30
Long-Last Shake	30
Life Shroom	100
Fire Burst	20
Ice Storm	40

Item	Price
Sleepy Sheep	10
Courage Shell	10
Shell Shock	20
Star Medal	50
Gold Bar	100

Inn (Second Floor)

Tinga is the proprietor of the inn on the second floor of Flipside, to the right of the Flipside Tower entrance. Whenever you need to rest, visit Tinga. She charges only five coins to stay the night at her inn, but when you wake up the next morning, your HP is completely refilled.

TIP

If you're ever low on health while exploring the dimensions and have no healing items, return to the inn. You can save at the Save Block next to Merlon's house after taking a rest.

Fortune Teller (Second Floor)

Merluvlee is a fortune teller working on the Flipside's second floor. If you are ever stuck and cannot figure out what to do next, visit Merluvlee. She will—for a price that gets increasingly steep—look into your future and tell you where you should go next. Of course, because you're holding this guide, you can save your coins.

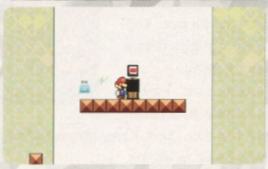
Saffron's Cafe (First Floor)

Saffron runs a cafe on the first floor of Flipside. Saffron can cook regular items into exotic new dishes that often have more potent effects. However, before you start cooking with Saffron, you need to know some recipes. Experimenting with items is a good way to cook up a big mistake that tastes terrible and might even cost you HP.

Saffron has a Dining Specializer inside her kitchen. While exploring Flipside and the dimensions, keep an eye open for Cooking Disks. There are six total. When you find a Cooking Disk, bring it to the Dining Specializer and upload the data. You can now access some sure-fire recipes.

NOTE

Saffron can only cook recipes that require one ingredient. For more complicated recipes, you have to seek out another kitchen.



Seeking the Cooking Disks? Start your collection right in Flipside. There is a small ledge to the right of the third floor. Stand on the ledge and look skyward with Tippi. Several invisible blocks stretch up the front of the tower. Make these blocks visible to scale the face of the tower and locate Cooking Disk R on a platform.

Card Shop (First Floor)

After you find the Pixl Boomer, you can access the street behind the main avenue on the first floor of Flipside. (Just place Boomer at the crack in the wall on the right side of the first floor.) This shop is called Catch a Dream, and if you're looking to bolster your card collection, this is the right place to shop. The shopkeeper sells cards for only 10 coins each. The catch? You never know what you are going to buy. You may buy an ultra-rare card or end up with a common Goomba Card—but that's half the fun. You can also pick up Catch Cards at the shop, which you can use to capture monsters in card form in the wild.

Use Boomer at this crack on the first floor to access the back street.

Beverage Shop (B1)

Ride the elevator down from the first floor to the basement of Flipside to uncover the local watering hole. This beverage shop is just a place where citizens swap stories. You can listen to a tale and just soak up the atmosphere in here. The box on the table next to the entrance is the InterNed. Talk to this chatty computer. It offers to spin tunes from around the dimensions for only 10 coins.

However, if you flip into 3D with Mario while standing inside the beverage shop, you'll spot a hidden orange pipe in the corner. Drop down the orange pipe to find the arcade.

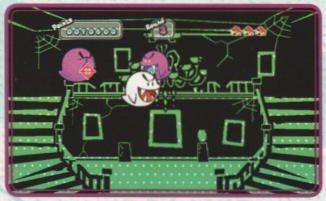
Arcade

After dropping through the orange pipe in the back of the beverage shop, you step into the arcade. The arcade is presided over by the InterChet. To play arcade games, you must buy special tokens with your coins. (Once you buy a token, there is no refund back to coins.) The conversion rate equals out to one token per three coins. Once you buy at least 10 tokens, you can enter the arcade and play some games.

If you get particularly good at the arcade games, you can win lots of tokens. Now, while you cannot turn these tokens back into coins, you can trade them in with the InterChet for some pretty rare items. The HP Plus and Power Plus, each clocking in at 2,500 tokens, are especially valuable.

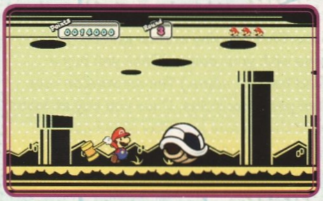
The arcade contains four games, but only three are available upon your first visit. The first three games cost 10 tokens per play. You must find the Golden Card to unlock the fourth game, which costs 20 tokens to play. (It is hidden inside another beverage shop.) Pay the required number of tokens to start the game, check out a brief tutorial, and then start having fun.

***Forget Me Not:** This is a matching game. You must memorize the cards before they are flipped over, obscuring what's on their faces. Every match you make puts points on the board.*



***Mansion Patrol:** Point the Wii Remote at the screen to enjoy this shooting game. Aim with the remote and blast Boos and Dark Boos as they float through a mansion foyer. You can earn power-ups, such as a temporary rapid-fire bonus.*

***Tilt Island:** Hold the Wii Remote sideways to tilt it to manipulate the on-screen island. Slide your hero from left to right, picking up fruits and goodies that fall from the sky while avoiding Spinys, Tromps, and Squigs.*



***Hammer Whacker:** Swing the Wii Remote down like a hammer in this mini-game. A Soopa Striker kicks shells at your hero and you must time your strikes so you don't get hit.*

Flimm (B1)

Flimm is located in a hidden chamber on the right side of the Flipside basement. From the beverage shop, jump into the water and swim through a passage. Flimm is on the other side. The trader has new inventory every time you meet him—and his prices are all over the map. You might find a powerful healing item for a discount. Flimm sometimes has rare cards for sale, too. Keep checking back in with Flimm to see what he has in stock.

If you look to the right of Flimm, you'll spot a tiny red door. This is an Itty Bits, a food shop that sells rare ingredients often used in recipes. After you find the Pixl Dottie and learn to shrink, you can check out Itty Bits. Every Itty Bits has different food items, so check them all to see what kind of grub is out there.

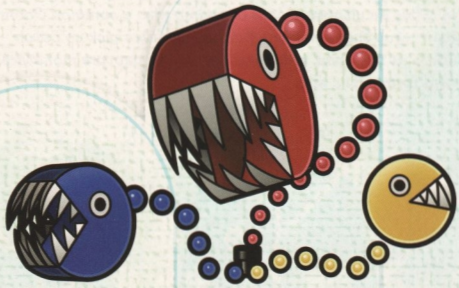
Itty Bits

Item	Price
Cake Mix	25
Big Egg	25

Item	Price
Honey Jar	20

TIP

Before going to see Flimm, flip into 3D next to the water. The InterNed Card is hidden in this treasure chest.



Pit of 100 Trials

The Flipside Pit of 100 Trials is a 100-room dungeon full of enemies. The Pit of 100 Trials is located in the outskirts of the second basement level of Flipside.

There is great treasure to be won from defeating the monsters in the pit, but first you have to figure out how to get in there. Here's how it's done:

Once you have Boomer, blast the bricks plugging the pipe in the Flipside first floor outskirts. This leads to the B1 outskirts.

Drop through the pipe in the floor of the Flipside B1 outskirts to reach the B2 outskirts.

Use Tippi to spot hidden blocks along the room's ceiling. Jump across the hidden blocks and stop once you reach this large block.

Flip into 3D and walk through a secret passage to the left. This leads to a blue switch. Jump on the blue switch to open up the Pit of 100 Trials directly below you.

NOTE

For a detailed list of all the monsters and treasure in the Pit of 100 Trials, please see the Post-Game section.

TIP

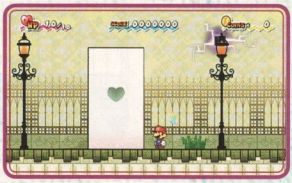
After completing Chapter 5-3 and finding Cudge, follow the strategy for finding a Power Plus (page 32). Now, return to the pipe in Flipside B1 outskirts. Flip into 3D with Mario. There is a treasure chest just beyond the pipe that contains a HP Plus. Use this item to boost your HP by five!

Chapter Visits (1–4)

To move across the dimensions, you must find the different Heart Pillars hidden around Flipside and fit them with a Pure Heart. After each successful journey through a dimension, you are returned to Flipside. Use this guide to discover everything that must be done after completing a chapter.

First Visit to Flipside

After Tippi takes you from the Mushroom Kingdom to see Merlon in Flipside, you are given the first Pure Heart. You must seek out the first Heart Pillar to open the door to Chapter 1. Take the elevator from the second floor to the third floor. The Heart Pillar is to the left. Place the Pure Heart in the Heart Pillar and watch the show—a door magically appears!



Before you head off into the first dimension, Merlon gives you the Return Pipe. Use the Return Pipe to warp back to Flipside from almost anywhere in the universe.

Return to Peach and give her the Spicy Soup. She indeed wakes up. The strange trip to Flipside doesn't slow her down, though. Peach joins your party, ready to help out however she can.

After Chapter 1

When you return to Flipside, Merlon advises you to head into his house for a conference. You show him the Pure Heart you found in Lineland. Merlon is pleased with your progress, but before he can tell you where the next Heart Pillar is, there is news of a girl falling from the sky. You better go check it out.

On the third floor, you find Peach on the ground. She is unconscious. Merlon prescribes something hot to wake her up. You need to hoof it down to Saffron on the first floor and see what she's cooking up today.

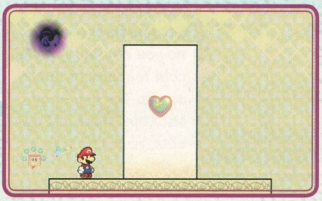
Have Saffron make a batch of Spicy Soup from a Fire Burst. If you don't have a Fire Burst, buy one from Howzit.

To find the Heart Pillar, you must start exploring the outskirts of town. Merlon gives you a key for the gate outside his house. Outside of Merlon's, flip into 3D to spot a locked gate across from the entrance to Flipside Tower. Open the gate and walk to the right, crossing a narrow bridge.

Across the bridge, flip back into 2D. Drop into the pipe to the right, next to the tall block. This leads down to the outskirts of the first floor. Run to the right, jumping on Squigs until you spot a sign.

Flip at the sign to see another 3D-only path. Run across the path.

When you reach the other side, run left and jump up on a tall block. The gap to the next block over is too wide for Mario, so switch to Peach. Peach can glide across the blocks.



The Heart Pillar is on the other side of the blocks in the air. Once you land next to the Heart Pillar, place the Pure Heart in the heart-shaped indentation. The doorway to Chapter 2 now appears on top of Flipside Tower.

TIP

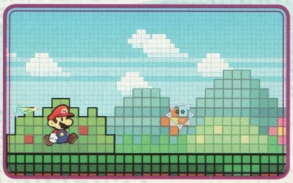
If you're seeking cards, you'll want these rare finds. At the first floor outskirts, drop into this gap. It leads to a secret chamber with two treasure chests containing the Merlon Card and the Merluvlee Card. Use the spring to vault back up through the gap.

After Chapter 2

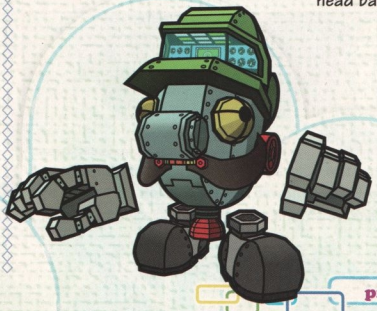
After you return from Chapter 2, Merlon warns you that the Void is growing. You must hurry up in your search for the Pure Hearts if the worlds are to survive. You must find the next Heart Pillar.

Return to the first floor outskirts. Run all the way left, stopping when you spot a pipe blocked by two red bricks. Place Boomer on the bricks. Boomer destroys the bricks, allowing you to pass down to the B1 outskirts. (This is how you get to the Pit of 100 Trials, too.) Flip into 3D on the outskirts to spot a narrow slit in the far wall. Use Slim to slide through the opening and locate the Heart Pillar. Now head to the top of Flipside Tower.

After Chapter 3



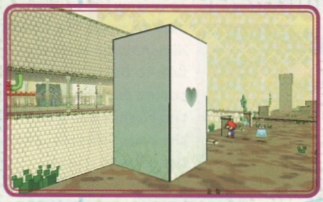
Don't just rush off to the next Heart Pillar the moment you defeat Francis and escape from the Bitlands. A Pixl back in that dimension would love your company: Barry. Walk back through the third dimensional door and talk to Barry again. He comes out from behind the bush, sees that the coast is clear, and the joins the team. Use the Return Pipe to head back to Flipside.



Now, find the Heart Pillar. Go to the third floor outskirts of Flipside. Use 3D to spot the path that leads away from town. Walk all the way to the right until you reach the second parallel plane. (It's marked by some flat trees and scattered blocks.) When you reach the last area, return to 2D and walk to the left.

Use Thudley on the posts. Match the arrows on the posts (visible in 3D) to make the Heart Pillar appear.

Ground-pound the leftmost post first. Next, ground-pound the post to the right of that to pop it back out of the ground.

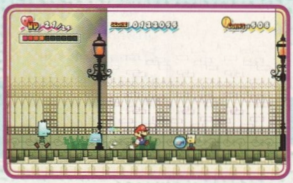


The Heart Pillar appears!

After you place the Pure Heart in the Heart Pillar, the fourth door atop Flipside Tower appears. Rush up to the top of the tower to see what kind of excitement is just beyond the new door.

Outer space? Mario can't breathe in outer space!

Tippi returns Mario to Merlon's house. Merlon doesn't have a space helmet handy, but he thinks he knows how you could get a makeshift one. He lent a fishbowl to a young boy. Find that boy and get the fishbowl back so you can survive the cold reaches of outer space. The boy is on the third floor of Flipside, near the tower.



The boy gives you the fishbowl—but there's just one little problem. It's currently occupied by Captain Gills, the boy's goldfish. He asks that you free the fish for him. Take the fish down to B1 and release it in the waters where you found Flimm. Now you can return to the dimensional door for Chapter 4 and check out the cosmos.

NOTE

From time to time, return to the waters where you released Captain Gills. The little fish grows over the course of your adventure.

After Chapter 4

After you return from Outer Space, poor Tippi is ill. Merlon takes her to his house and underlines the importance of finding the fifth Heart Pillar as soon as possible. The fifth Heart Pillar is not in Flipside, though. You must seek a Fleep marker in town to discover one of Flipside's closely guarded secrets.

The Fleep marker is on the first floor, next to the card shop. Step through the hole you blasted in the wall to locate it. Place Fleep over the marker and let this Pixl strut its stuff.

Fleep reveals a blue switch. Punch the switch to open a hidden hole in the wall.

As Mario, flip into 3D to spot a route extending to the left of Flipside. The path leads to the Mirror Hall, a place between Flipside and the town's "alter ego," Flopside. Punch each colored block in the Mirror Hall once to open the door to Flopside.

Use 3D again to spot the path to Flopside. You enter Flopside on the first floor. The town is a mirror image of Flipside! Stay in 3D and walk through a hole in the wall to the left. Ride the nearby elevator up to the second floor.

Visit Nolrem, Merlon's friend and one of only two citizens who know about the existence of Flipside. Nolrem tells you to ride the elevator up to the third floor to find the Heart Pillar you seek. After you place the Pure Heart in the Heart Pillar, a new door opens on top of Flipside Tower. Nolrem tells you to hurry back to Flipside. He has heard from Merlon that Tippi has revived.

Merlon and Tippi wait for you on top of Flipside Tower next to the new door. After recovering Tippi, you can head off to a new adventure.

NOTE

You can now explore the town of Flopside any time you wish.

Flopside

Flopside is Flipside's sister city, although very few of the citizens know about the other town. Flopside is a mirror of Flipside—it has the same shops and houses, but they have different inhabitants. You can buy different items, talk to the new citizens, and find special hidden treasure.

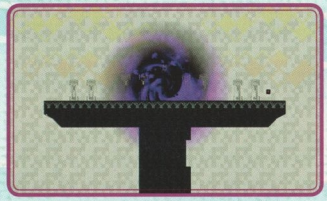
Welderberg

The first thing you should do in Flopside is visit Welderberg, the only citizen besides Nolrem who knows about Flipside. Welderberg is on the left end of the second floor. You can only spot him in 3D. For 300 coins, Welderberg will create a pipe that leads between the second floor of Flopside and the second floor of Flipside. That's a pretty steep fee, but you will save so much time by having this pipe.

Nolrem's House

Nolrem's house is on the second floor, right of the entrance to Flopside Tower. The great wizard of Flopside is eager to help you complete your quest, as Flopside is just as threatened by the Void as Flipside.

Flopside Tower



The Flopside Tower is a dark, ominous tower that pierces the skies above Flopside. No dimensional doors open atop this tower, but when the last Pure Heart has been placed in a Heart Pillar, you must come to this dreadful location. The door to Count Bleck's terrifying castle is linked to the crown of Flopside Tower.

Shopping

The shopping in Flopside isn't too different from Flipside, save for some new items sold at different prices. Some new services are offered in Flopside, too, such as the breakfast that awaits weary heroes who check into the inn.

Notso's Shop (Second Floor)

Notso runs an item shop like Howzit, but he has a different inventory. His items are generally more powerful, so they are more expensive. You can also store items with Notso for later pick-up. Before you head off to tough challenges such as the Pit of 100 Trials or the last few chapters, be sure to check in with Notso.

Notso's Shop

Item	Price
Super Shroom Shake	80
Ultra Shroom Shake	300
Thunder Rage	80
Stop Watch	50
Mighty Tonic	70

Item	Price
Volt Shroom	30
Block Block	50
Ghost Shroom	88
Gold Medal	500
Gold Bar x 3	300

TIP

Why does Notso sell a 300-coin set of Gold Bars that are worth approximately 300 coins? Well, if you buy the gold and sell to a shop where this precious metal is rare (such as Howzit's in 1-2), you'll score a tidy profit.

Inn (Second Floor)

Inga runs the inn in Flopside. Her inn serves the same function as Tinga's inn in Flipside—refilling all HP after a long night's sleep—but she charges a little more. And why is that? Because she cooks breakfast for you the next morning. Inga's a little sassy and loves to hide your breakfast, so flip into 3D when you wake up to spot it on the table. The more you choose to pay for your stay, the better the breakfast. If you are a cheapskate, you'll wind up with only a Dried Shroom to go.

Fortune Teller (Second Floor)

The fortune teller in Flopside is a familiar face: Merlee. After you rescue her from Mimi in her mansion, the soothsayer takes up residence in Flopside. Merlee does not foresee the future like Merluvlee, though. Instead, she casts a special charm on heroes. Before you head off to the dimensions, pay your respects to Merlee and enjoy a boost. You never know what you'll get until you pick up the charm, but it's never a waste of money.

Flopside Cooking Disks

Two Cooking Disks are hidden in Flopside. The first is inside this old lady's house on the first floor. When you enter her house, flip into 3D with Mario to see Cooking Disk Y on her table.

Cooking Disk W is hidden next to the Flopside Tower, much like Cooking Disk R in Flipside. Head to Flopside's second floor and flip to pass through the gate to the parallel street. Use Tippi to spot a hidden ledge that lets you jump into the pipe in the ceiling in front of Notso's shop

When you exit the pipe on the third floor, use Tippi to spot a long path of single blocks extending into the sky. Jump to each new block, scouting ahead for the next landing spot. You'll soon reach a ledge with a treasure chest that contains Cooking Disk W.

Dyllis's Cafe (First Floor)

Dyllis runs a cafe on the first floor of Flopside called Hot Fraun. She cooks up recipes in her kitchen like Saffron, but Dyllis specializes in the recipes that call for more than one ingredient. Dyllis also has a Dining Specializer in her kitchen for storing recipe data found on Cooking Disks. When you stop into Hot Fraun, download any new data so you can get this chef to whip up some delectable delicacies.

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Card Shop (First Floor)

The card shop in Flopside, called Fondest Dreams, is next to the hole in the wall that leads back to the Mirror Hall. The owner of the shop sells cards like the Flipside's Catch a Dream, but instead of playing grab bag with the inventory, the shopkeeper displays exactly which cards he has for sale. Fondest Hopes sells everything from common cards to ultra-rare cards, such as the coveted Yoshi Card.

Knowing what you're buying comes at a premium. The shopkeeper doesn't undervalue his goods. For some of the rarer cards, you'll pay more than 300 coins. But if you absolutely must have all 256 cards, you might just have to part with some of those coins.

TIP

Every time you leave and re-enter Flopside, Fondest Hopes shuffles its inventory. Looking for an elusive card? Keep checking back to see if the shop has stocked it.

Beverage Shop (B1)

There is a beverage shop in the basement of Flopside, too. Access the basement by riding the elevator down from the first floor. Stop in and chat with the residents to learn more about Flopside. There is no arcade in the Flopside watering hole…

…but if you flip while standing at the bar, you'll spot a back room with two treasure chests. The first chest contains the Golden Card. Show this special pass to the InterChet to unlock a fourth arcade game. The second chest contains Cooking Disk B. Take that disk to Dyllis to see what's on it and start cooking up some grub.

Flamm

If you flip while standing outside the beverage shop in the Flopside basement, you'll spy a hole in the ground to the left. Jump into the water and swim down a small passage. When you surface on the other end, you're standing next to Flamm. Like Flimm, Flamm is a traveling salesman. Flamm doesn't traffic in regular items, though. Flamm sells treasure maps.

When you buy a treasure map from Flamm, it pops up in the Maps section of the menu screen. From there, you can select the map and look at it. The map shows a snippet of scenery. If you can find the real-world location depicted on the map and flip Fleep over the red X, you'll find some hidden treasure.

NOTE

For a complete listing of maps, plus the exact locations of all treasure, please see the Post-Game section.

There is also an Itty Bits next to Flamm. Use Dottie to shrink down and fit through the tiny blue door. This Itty Bits sells ingredients that Dyllis can use in several recipes, such as the Fresh Pasta Bunch.

Itty Bits

Item	Price
Fresh Pasta Bunch	30
Power Steak	35
Smelly Herb	15

Flopside Pit of 100 Trials

You cannot open the Flopside Pit of 100 Trials until you beat the Flipside Pit of 100 Trials. When you're ready for the challenge, use one of two paths to reach the Flopside Pit of 100 Trials. If you have rescued Luigi, just head for Flopside B2 by dropping down the elevator next to the B1 beverage shop. The Pit is to the right of the elevator shaft.

If you want to brave the Pit before finding Luigi, you need to report to the Flopside B2 outskirts. Drop down the pipe on the right side of the first floor outskirts to find it. Once there, use Tippi to spot a series of moving blocks along the ceiling. Jump across the blocks until you reach a ledge next to the pipe.

Flip on top of the ledge to spot a hidden passage to the right. Follow the passage to reach the platform above the Pit of 100 Trials pipe. The pipe is closed off, but if you use Fleep on the wall marking, the way to the Pit will open. For a complete rundown of the monsters and treasure found in the Flopside Pit of 100 Trials, please see the Post-Game section.

TIP

Flip into 3D with Mario at the bottom of the elevator to B2. Welderberg is hanging out in a tiny alcove to the right. For 100 coins, he will build a pipe between this room and the base of Flopside Tower.

NOTE

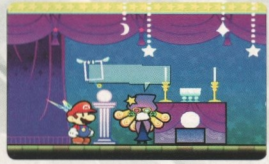
If you drop through this hole in the floor of Flopside B2 (it's beneath the floating blocks that lead to the Flopside Pit of 100 Trials), you discover a secret chamber. A treasure chest here contains the rare Barry Card. Use the spring to jump back up to B2.

Piccolo

As soon as you can visit Flopside, you can start the hunt for the optional Pixl, Piccolo. Piccolo is the musical Pixl who can use tunes to eliminate special blocks that obscure treasure. To start the hunt for Piccolo, visit Merlee on the second floor of Flopside.

If you talk to Merlee on the far side of the crystal ball, she only tries to sell you charms. But if you jump to the other side of her, she takes a different tone. She has a favor to ask—and this sets off a hunt for several items across Lineland. Merlee needs you to fetch a Crystal Ball from Merluvlee in Flipside.

Merluvlee would love to give you the Crystal Ball, but before she does, she asks you to go get a Training Machine from Bestovius in Lineland.



Bestovius asks you to go visit Watchitt in Yold. He needs you to get the You-Know-What.

Before Watchitt hands over Bestovius's stuff, he tells you about a crazy dream he's been having. Merlumina has been talking to him in his sleep, and now he's obsessed. He gives you a piece of paper to take to Merlumina.

Merlumina gladly gives you an autograph to take back to Watchitt.

Take the autograph back to Watchitt. He gives you the You-Know-What.

In exchange for the You-Know-What, Bestovius gives you the Training Machine.

Return the Training Machine to Merluvlee. She's grateful to you and hands over a Crystal Ball for Merlee.

In exchange for the Crystal ball, Merlee hands over a Random House Key.

Continued on next page

Take the Random House Key to the first floor of Flopside and look for the locked door near the card shop. Use the key to unlock the door and slip inside the house. When you open the large treasure chest inside, you meet Piccolo. The Pixl joins your team.

Now you can use the Pixl's musical gifts to eliminate the special blocks bearing Piccolo's likeness:

Flipside third floor outskirts: Use Piccolo next to this block to reveal a treasure chest. The chest contains the Merlee Card.

Flopside third floor outskirts: Piccolo removes this large stone to reveal a treasure chest. The chest contains the Nolrem Card.

Chapter Visits (5—7)

As soon as you finish up Chapter 5 in Crag, you start spending more time in Flopside. The three remaining Heart Pillars are in Flopside. You still need to return to Flipside to visit shops, see Merlon, or access the top of Flipside Tower, though.

After Chapter 5

When you leave Flipside Tower, Merlon tells you that he has a message from Nolrem. A new Heart Pillar has been spotted in the outskirts of Flopside. You must head over to Flopside and seek out this new Heart Pillar. When you arrive on the second floor of Flopside, flip into 3D with Mario.

Pass through the gate to the left of town and venture into the outskirts. Cross a narrow bridge that extends away from the town. A large block on the left side of the outskirts looks exactly like the blocks you smashed with Cudge in Crag.

Shatter the block to reveal a pipe leading to the outskirts of Flopside's first floor.

Run to the right in the outskirts, stopping when you see a sign between two blocks. Flip into 3D at the sign to spot a pathway leading off to the left. Large blocks bar you from reaching the next plane. There is a narrow opening below the blocks, so use Dottie to shrink down and slip beneath the obstacle.

Use Cudge to destroy the block to the left to reveal a large red button. Step on the button and the Heart Pillar appears. Fit the Pure Heart in the pillar to make the next dimensional door materialize on top of Flipside Tower.

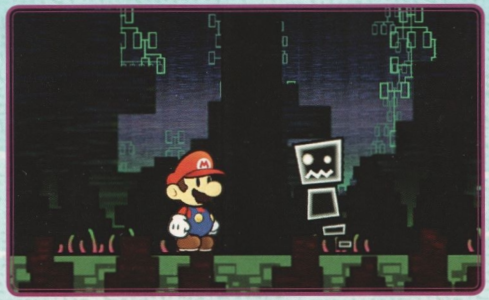
Looking for Power?

In the outskirts of the first floor, a pipe farther to the right from the bridge extends over to the Heart Pillar. If you drop down this pipe, you can smash another large block with Cudge. There is a pipe just beyond the block to the left.

This pipe leads down to the outskirts of Flopside B2. If you flip down here, you spot another block for Cudge behind the pipe. Smash the block to reveal a blue switch. The blue switch drops the wall next you, revealing a treasure chest. Open the chest to discover a Power Plus.

After Chapter 6

When you are ejected from Chapter 6 due to the disaster with the Void, you must return to Merlon's house. After you show Merlon the broken Pure Heart, Dimentio appears. The crafty magician casts a fearsome spell on Mario and his friends. They are sent straight to the Underwhere.



The Underwhere is where players go when they've used up their last continue. This is where "game over" is really *game over*. You must find a way out of this dreary place!

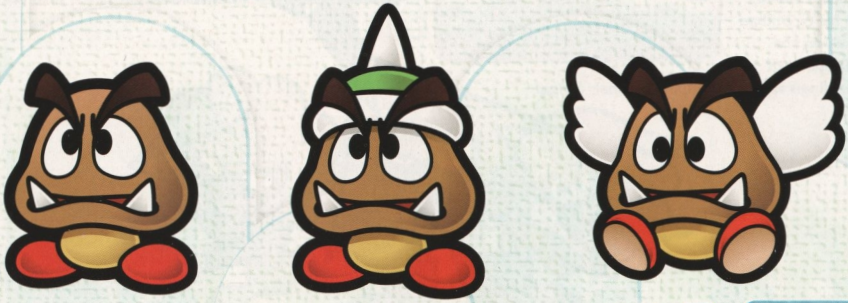
After First Underwhere Visit

When Mario and Luigi finally escape the Underwhere (courtesy of Queen Jaydes), they are returned to the Flipside Tower. Now that you have the repaired Pure Heart, you must find the next Heart Pillar. Head for the outskirts of Flopside B1. When you reach the tall wall that Mario cannot scale, switch to Luigi. Use Luigi's super-jump to vault over the wall and fit the Pure Heart in the waiting Heart Pillar. You can now return to the Underwhere and find the missing heroes, Peach and Bowser.

After Chapter 7

Following the battle with Bonechill in the Overthere, Mario received the eighth and final Pure Heart. It's time to place the Pure Heart in the final Heart Pillar and throw open the doors to Count Bleck's castle. Head for the second floor of Flopside and flip to step out to the parallel lane. The final Heart Pillar materializes on the area's far right side. When you place the Pure Heart in the pillar, a new door opens up—but not on the Flipside Tower. The top of Flopside Tower rumbles and a giant door is carved in the ether.

Merlon and Nolrem appear next to the final door to wish their heroes luck. They cannot follow them into Count Bleck's castle. Before heading inside and chasing down the evil count and his henchmen, take a moment to buy any needed healing items. As soon as you are ready to take on Bleck and attempt to thwart the *Dark Prognosticus*, step through the sinister portal on Flopside Tower.



CHAPTER 1

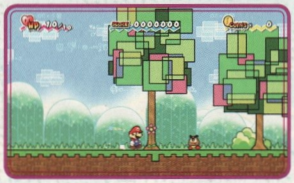
1-1: The Adventure Unfolds

Placing the Pure Heart from the wizard Merlon in the first Heart Pillar unlocks the doorway to Lineland and Yold Desert. After stepping through the big red door, Mario and Tippi are transported to a quizzical dimension where sharp angles are everywhere and math is the law of the land. Mario's first order of business in this geometrical realm is find Bestovius, the Dimensional Governor. Bestovius's teachings are bound to flip more than Mario's expectations, opening up a whole new dimension of adventure.

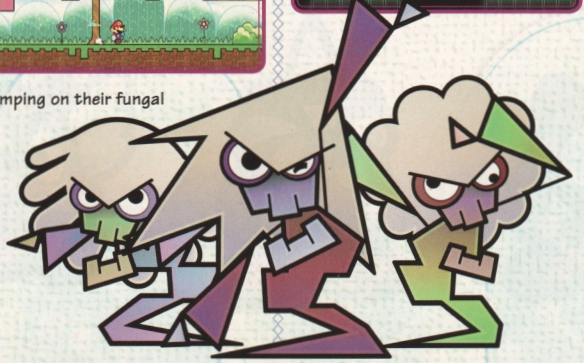
Lineland Road

Mario begins his adventure on Lineland Road, a route that winds lazily through a squared-off forest. The breeze above the trees is alive with equations, algebra, and all things mathematical. But the ground? It's crawling with Goombas and Squiglets. Mario is going to have to be quick if he wants any chance of capturing all seven remaining Pure Hearts.

To Bestovius's House



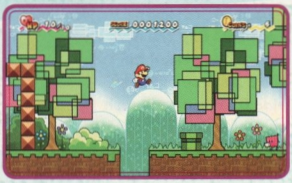
At the beginning of 1-1, start walking to the right. The basics of any *Mario* game are immediately in play: lots of jumping, block-bashing, and coin collecting. Bop under every Coin Block you see, as you need to pad that purse for expensive—and important—shopping trips back in Flipside. Look out for Goombas crawling along the ground. Dispose of these weaklings easily by jumping on their fungal heads.



TIP

The Mushroom hidden in the first ? Block you spy next to the pipe replenishes 10 HP.

Jump over the large collection of blocks. You cannot break these, but they are just out here on the road as decoration. You'll return with a special technique that will have you looking at those blocks in a whole new light. Jump up on a pipe on the other side of the blocks and press ✣ to drop through to the underground.



Pipes often lead to secret chambers. Check each one for treasures, like this Shroom Shake. After popping open the chest, return to the surface by heading back into the pipe.

Large House

Watch out for the little Squiglet puttering around in front of Large House. After bouncing off the Squiglet, collecting coins and points, go ahead and use the Save Block to the right of the door. Save your progress and then slip through the door to meet up with the Dimensional Governor, Bestovius.

Hey—the inside of this house is empty! Don't leave too soon, though. Use Tippi to spot a hidden door. Point the Wii Remote at the screen to reveal the door to Bestovius's secret hideaway.

TIP

Stuck? See something fishy in the background? Tippi always helps you see the unseen. Whenever you cannot figure out how to cross a huge gap, or it looks like "there ought to be a door here," look to Tippi for help.

Bestovius is indeed on the other side of the hidden door. The Dimensional Governor kids Mario about his inferior moustache (Mario's facial hair is a running joke through the entire adventure) before finally making an offer to show him the special technique that Merlon hinted at back in Flipside. Nothing in life is free, though. Bestovius needs to get paid before dropping his knowledge, so give the wizard all of the coins in your pocket. Don't worry about zeroing out your account—you'll be bopping Goombas soon enough, refilling your pocket.

Mario learns the Dimension Technique—the ability to flip between 2D and 3D, effectively seeing "into" the screen with a quick whoosh of the camera. By flipping, you see a whole new view of your surroundings. New enemies, new treasures, and new routes are revealed. But remember—you cannot just hang out in 3D forever. Your Flip Gauge counts down as soon as you go 3D. Test out the technique inside Bestovius's house and see the full cool-ness of this special move: you can see a Fire Burst and a Shroom Shake! Pick up these goodies and then bid a fond farewell to Bestovius.

Back outside, flip to see three hidden blocks appear. The middle block has Pill Pals. These little fellows flank Mario, attacking enemies on his behalf, but all of the coins and points go to Mario himself. Stay flipped to drop into a secret alcove behind the steps to Bestovius's house and collect some hidden coins.

Drop down the pipe where you found the Shroom Shake. Flip to see something healthy for your bank account—coins tucked behind the now-empty chest. Getting the idea of flipping now? Between Tippi's special vision and flipping, the world must now work harder to keep secrets from you.

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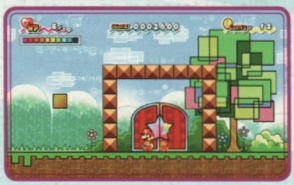
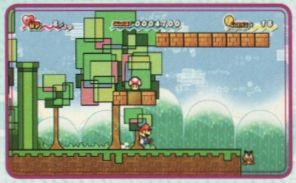


Back outside of the pipe, approach the blocked off door, and flip. Voila—in 3D, you can step around the pesky blocks and stand right in front of the door. Flip back to 2D. Now, you're inside the blocks and ready to step through the door. Open the door to see what else Lineland Road has to offer a wandering plumber and his Pixl pal.

Ease on Down the Road

In the next section of Lineland Road, you face off against an increasing number of baddies, such as Goombas and Koopa Troopas. Pull out your classic Mario tricks to deal with these troublesome creatures. Jump on the Koopa Troopa's head and reduce it to a shell. Then kick the shell through the line of nasties coming your way.

Flip behind the pipes to spot a Goomba Card. This useful card increases the damage you dish out to Goombas.



Keep moving right, knocking a Mushroom out of the ? Block next to the gap. Cross the gap on the bricks above and then pop the coins out of the ? Blocks closer to the ground. Before going after the topmost ? Block, clear all of the Koopa Troopas and Squiglets from the road. This next feature deserves your full attention.

The ? Block at the top contains a Happy Flower. Grab the Happy Flower and pennies truly start raining from the heavens. Dozens of coins slowly descend from the skies with flowery parachutes, slowing their fall so you can scoop up as many as possible. From time to time, you spot giant coins dropping from the sky. Grab these! Each giant coin is worth five coins. The number of giant coins dropped when using a Happy Flower is completely random. You might see three giant coins on one try and zero on the next.

TIP

Don't stay in one place when you use the Happy Flower. Coins start falling all across the level. Run left and right to scope out coins falling into view. You may find yourself standing in a drought zone, only to see a flood of coins just one screen over.

NOTE

Flipping reveals Coin Blocks that dispense multiple coins before expiring. What looks like a regular brick from the front has a coin symbol when viewed in 3D.

Uh-oh. How do you cross this giant gap in the road? It's too wide for even Mario's expert jumping skills. Flip into 3D to reveal a special path. The rolling hills are really a narrow avenue. Cross the hills in 3D and don't flip back until you are on the other side. If you flip in the middle of the hills, Mario drops into the gap.

Keep running to the right, jumping on Squigs for points and coins. Another red door lies at the end of this area. Flip right in front of the red door to spot a Squiglet hanging out in 3D. After dispatching the Squiglet, head through the red door.

Look out for a pesky Sproing-Oing bouncing around the road. When you jump on its head, stay right above it and bounce a second time to finish it off. If you jump on it only once, the Sproing-Oing splits into three Mini Sproing-Oings.

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Flip into 3D when you spot the giant wall with the spring in front of it. Hidden behind the wall is a ? Block with Pill Pals. Collect these little fellows for protection as you head through the rest of the stage.

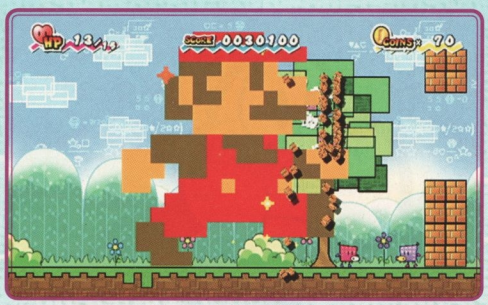
In 3D, you can spy a legion of Squiglets hiding behind the next wall. Jump into the ? Block in front of the wall to pick up a useful item. The block releases random power-ups, such as a Slow Flower. A Slow Flower may bring Mario's movements to a crawl, but you can use this to your advantage against the Squiglet army. Jump into the fray and bounce across the Squiglets in slow motion. While slow, you actually earn three times the number of points for each enemy bonked, and the number of coins dropped is increased, too. This is a great place to level up and increase your coin count.

After finishing off the Squiglets, plow through the Koopa Troopas in front of the stairs and head into the next red door. There's a huge surprise in the next area—with an emphasis on the *huge*.

Mega Mario

Piranha Plants are a bother, so why not flip to avoid them entirely? If any enemy is giving you a hard time, flip to circumvent it. Of course, some enemies know the Dimension Technique too, and can follow Mario into 3D. Fortunately, this early in the adventure, no enemies can cross over.

The road ahead is crawling with Goombas and Squigs. Jumping on them individually would take a long time. Lucky for you (and Mario), there is a Mega Star in this ? Block. Collect the Mega Star to become Mega Mario, a towering eight-bit colossus against which no meddlesome Goomba stands a chance.



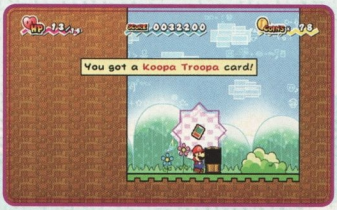
Mega Mario is invincible. Immediately run to the right as this pixel-packing plumber, smashing through blocks, pipes, bricks, and every enemy standing in your way. Nothing stands a chance against those size 88 overalls. You pick up coins and points for each enemy you dispose of as Mega Mario, too, so don't worry about missing out on anything. All good things must come to an end, though, and Mega Mario wears off after several seconds.

Author Flippery

Mega Mario was cool in New Super Mario Bros., but in Super Paper Mario that coolness is amplified by 20. Why 20? Because that's about the number of years it's been since Mario last looked like that in the original Super Mario Bros. for the Nintendo Entertainment System. Wait. You've never played the original Super Mario Bros. on the NES? Correct this grievous mistake ASAP and download it on the Nintendo Wii's Virtual Console. I promise not to tell anybody that your gamer cred was seriously in jeopardy for a minute.

At the end of the stage, you encounter a Star Block. To end the chapter, jump into the Star Block. You're asked if you want to save your progress and immediately move on to the next chapter: 1-2.

Wait a second, though. Don't be in such a hurry to move to 1-2. Flip under the Star Block and look to the left. There's a secret path behind the wall. Walk through the path to find a treasure chest. It contains a Koopa Troopa Card. Now you can dish out double damage against one of Mario's most common foes.



Once you have the card, walk back to the Star Block and jump under it to end the chapter.

1-2: Afoot in the Foothills

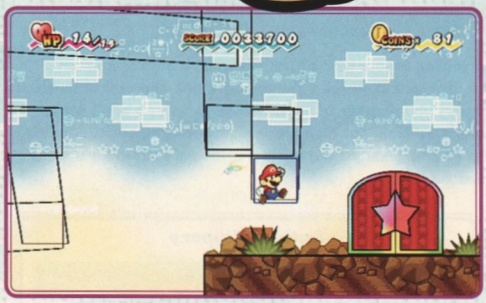
Mount Lineland

The sharp-edged woods of Lineland Road give way to the mathematical peaks of Mount Lineland. Mario must ascend the mountain en route to a small town where he finds his next Pixl companion. Each Pixl gives Mario access to new talents—and he needs all the help he can get to ward off the disastrous Void.

Desert Air

Koopa Troopas patrol the mountain, so watch your step as you head to the right and start bopping ? Blocks for coins and a Mushroom. Use the Koopa Troopa shells to blast through lines of enemies and earn points. You need to level up as soon as possible, so don't pass up any enemies as you ascend the mountain.

When you reach a series of ledges extending into the sky, start jumping. At the very top of the rocks, you find a transport that looks like a series of flipping rectangles. Mario can ride these through the sky by standing in the red square on the top ledge. As soon as the rectangle flips behind Mario, he's scooped up and the transport takes care of the rest.



The transport drops you off right in front of the red door that leads to the next area of the mountain. Before heading through the door, grab the coin from the ? Block just below the ledge to the left.

Once on top of the next mountain level, run right. There is a blue switch in front of a large rock, but you cannot touch it in 2D. Flip into 3D to access the switch. This switch raises a new series of ledges to the left of the rock. Flip back to 2D and jump up these ledges to reach another rectangular transport.

Once you pass through the red door, keep moving to the right. It looks like a dead end, but flip to spy four blocks hiding in 3D. Jump on these blocks to access the next ledge and keep moving through the level.

At the top ledge, empty out the four ? Blocks beneath the bricks lined with Koopa Troopas. There's no way to get up there in 2D, so flip again. The two lines of blocks are actually not directly on top of each other, so you can jump to the topmost blocks with the Koopa Troopas. The Koopa Troopas cannot touch you in 3D, but watch your Flip Gauge to make sure you don't run out and lose HP.

To the right of the Koopa Troopas is a long incline. It would be an easy walk, but the incline is patrolled by rolling Spiny Tromps. These giants are hard to jump over thanks to the incline. As you might suspect by now, the best strategy is to flip. It turns out that those Spiny Tromps have been dieting—they're skinny! You can easily slip by them now. As you run up the incline, keep an eye on your Flip Gauge. Once you reach the top of the incline, return to 2D and slip through the red door.

Bridges

In the next area, Mario is prevented from moving through the mountain pass by a huge gap. If only there were a bridge to cross the chasm. Perhaps the nearby pipe is part of the solution? Drop into the pipe.

You pop out of the tiny pipe in the background, all beiged-out by the sandy sky. Mario looks tiny back there, but you can move him all the same. (The only catch: You cannot flip when you are in the background like this.) Enter the small house to the left.

The house looks deserted. Don't leave just yet, though. See those sweat beads on the top floor? Somebody (or something) is fretting up there, so see if you can lend a hand. On the top floor of the house, flip into 3D to meet Red. Red is a bridge master (and a snappy dresser—he's rocking the red cap look) who was caught in 3D. He lacks the Dimension Technique, so he needs your assistance to return to his native 2D. Flip back next to Red and he expresses his gratitude by hoisting a bridge across the gap back outside. Return to the foreground via the pipe and cross the new bridge.

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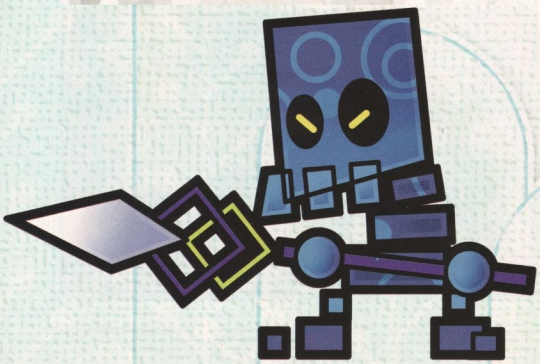
A small town lies across the bridge. Use the Save Block to record your progress before exploring the township. There is a store for item shopping, houses to inspect, and citizens with the gift for gab. There are no enemies in town, so check things out at your leisure.

Howzit's Shop

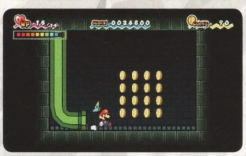
Howzit has a shop up here on the mountain. If you can spare the coins, he has a variety of useful items that may help you on your journey, such as a Long-Last Shake or the Mighty Tonic.

Item	Price	Item	Price
Fire Burst	7	Sleepy Sheep	25
POW Block	60	Shell Shock	8
Shroom Shake	11	Mighty Tonic	50
Long-Last Shake	15	Courage Shell	25
Life Shroom	50	Volt Shroom	20



TIP

Hey—want to shop but low on coins? There is a secret stash of coins in town. Flip into 3D next to the brick on the ground to spot a hidden pipe. Drop down the pipe to access an underground chamber full of coins. Don't grab them in 2D—you'll cheat yourself. Flip into 3D to see the extra coins hidden behind the rows visible in 2D.



There is another gap in the ground to the right of town—you cannot leave with finding somebody else to craft a bridge. The chief of the town, Watchitt, lives in the last house—but he won't lend a hand unless you have a Pixl that looks like a hand. Apparently, this hand is the only sign of a hero that Watchitt recognizes. You need to find the hiding place of this much-needed Pixl before Watchitt helps out.

Enter the house to the right of the brick that obscured the pipe to the coin chamber. Once inside, flip into 3D to spot another hidden pipe behind a row of books. Jump behind the books in 3D and drop down the pipe to slip back into the secret underground.

Thwomps! These colossi slam into the ground with fury that Mario can barely withstand. You know what to do—flip into 3D and sneak behind the Thwomps. Get to the red door on the room's right side before your Flip Gauge zeroes out and you lose a heart. The Pixl is beyond the next room.

Use Tippi's talent for spotting hidden doors in the small waiting room.

As soon you step into the next chamber, bars slam down over the red door. You're locked in! That blue switch against the ceiling will lift them out of the way, but neither Mario nor Tippi can reach the switch…yet. Open the large chest in the room to reveal a new Pixl pal, Thoreau. With five little nubs above him, he does look kind of like a hand. Watchitt wasn't crazy after all. (Well, not crazy about this, at least.)

Use Thoreau to grab the small red-and-white block to the right. Thoreau hands it off to Mario. Jump up and toss the block at the switch to raise the bars and return to town via the pipe on the other side of those massive Thwomps.

Go back to Watchitt's house. The old coot discerns that you must be the fabled hero because you have the new Pixl. Watchitt places a call to the fellow in charge of the next bridge. After Watchitt hangs up and tells you for the last time to get off his rug, leave the house and head to the right of town for another pipe.

NOTE

Before leaving town, jump on the block in the street to the rooftops. The Boomboxer Card you find to the right proves extremely useful in Chapter 3-3. Then save again.

Use the pipe to reach the tiny house in the background. The bridge master in this house, Green, is visible right away. Green does Watchitt's bidding and raises the next bridge. Before you can leave, though, Green wants to know which color you like best: red or green? It's best to pick green and please your host.

TIP

Flip inside Green's house to see a rare card behind his headboard. It's a Red & Green Card, depicting the two brothers. It's a great way to start your collection.

As soon as you cross the new bridge, you can see the Star Block. Jump into it to successfully end the chapter. If you want to do any shopping, head to Howzit before using the Star Block. The next chapter is chock full of enemies, so healing items may be useful.

Chapter 1-3: The Sands of Yold

Yold Desert

Thanks to Red and Green (and Thoreau), Mario can leave the mountaintop and explore the Yold Desert. The geometric equations that squared-off the forest and mountain apply to the desert. Palm trees and rocks are composed of hard angles out here, too. This flat desert hides a few secrets. Use the Dimension Technique to coax the treasures of the desert from their 3D hiding places.

Red Palms

The desert is alive with enemies, such as Squiglets and Boomboxers. You must be fleet of feet to cross this treacherous desert, so get started by bouncing on the Squiglets to the right of the starting spot.

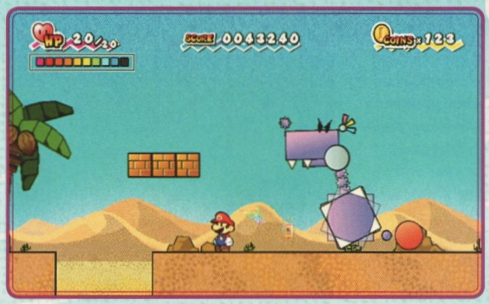
The first series of ? Blocks contains a Speed Flower. This power-up triples Mario's speed—but it also triples the number of points earned by bopping baddies. Coins are also boosted, so make the most of this Speed Flower by running to the right and jumping on every enemy you see.

NOTE

Note the red palm tree standing tall among the shorter green fronds. Now, you can skip a lot of bad guys by spelling this puzzle—but you'd also miss out on some serious points and coins. If you absolutely must skip ahead, go ahead and read the rest of this tip. Otherwise, stop reading and get back to the game.

Still here?

Okay, jump 10 times underneath the red fronds to reveal a hidden red door. Now, go ahead and skip to the 3 Chunks Attacks section.



A Jawbus lurks on the other side of the quicksand. The Jawbus is small when facing away from you. If the Jawbus spots you closing in, it explodes into its full form. The Jawbus is pretty strong, so flip to walk around it. Flip back to 2D and jump on its weak spot, the red sphere at the end of its tail. (This is why you shouldn't always skip ahead in the puzzles—you'll miss out on big coins and points like this.) After defeating the Jawbus, use the red door to the right.

So, you want to see the entire desert? Then flip to 3D to spot a Catch Card hidden behind a rock next to the quicksand to the right. Grab the card and jump over the quicksand in 3D, or flip back to 2D and bounce on the Boomboxer jamming on the bricks over the sand. If you grabbed the Boomboxer Card in the previous chapter, you can dish out double damage against this rhythmic jam master.

The next section is full of Cherbils and Goombas, but these Goombas can flip into 3D along with Mario. Head to the right until you spot a pointy rock surrounded by flipping Goombas. Flip into 3D. The rock is actually a sign pointing to the right. You can walk "out" of the screen to a new layer in the far foreground. Don't loiter—you need to cross to the right before your Flip Gauge runs out.

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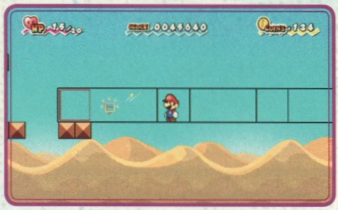
Flip back to 2D when you reach the foreground. A statue at the far end of the foreground reveals the secret of the red palm tree. If you jump under it 10 times, a secret door appears in the sand. Now, return to the red palm, jump 10 times, and then slip into the secret door.

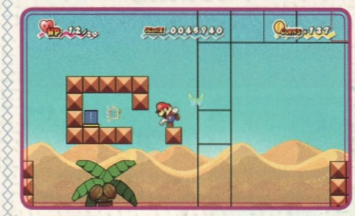
O'Chunks Attacks



Squigs spit rocks at you as soon as you arrive in the new section of Yold Desert. Bounce off the little Squigs to earn points and ascend the blocks in the sky. Another transport flips you through the air and drops you off next to some quicksand.

Jump over the sand and bop the ? Blocks. The first block is actually a Zombie Shroom, so let it pass over you before stepping out from beneath the block. Jump on the Zombie Shroom to earn points and coins.

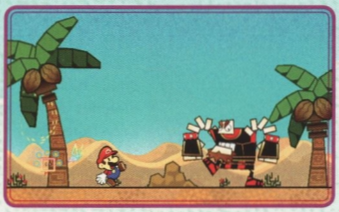
Hmmm—this next sea of quicksand is too wide to jump across. Flip into 3D to reveal a skinny path that spans the quicksand.



The spring on the other side of the quicksand vaults you up to the bricks around a new blue switch. This switch activates the transport to the right, but even in 3D, there is no way for Mario to get in there and touch the switch. This is a job for Thoreau. Throw the Pixl into the space between the bricks to hit the switch and start the transport. Now you can cross the next section of quicksand safely.

TIP

The transport drops you next to a two-layered wall of blocks. If you flip to 3D on the blocks, you'll spy some hidden Squiglets. Jump on these Squiglets, but why not increase your points by performing acrobatics between bounces? Don't forget, each hero has some special moves that rack up bonus points by moving the Wii Remote between bounces.



It's O'Chunks! The brutish bloke with accordion arms is cruising for a bruising, so get ready to give as good as you're going to get.

The red door to the next area is to the right, but don't go through it just yet—O'Chunks is waiting for you on the other side. Instead, save your game at the Save Block and then flip into 3D to access the pipe above the red door.

The pipe chamber is loaded with ? Blocks. These blocks are full of coins, but if you flip into 3D, you can practically double your bounty. After clearing out this chamber, save again and go through the red door.

O'Chunks is one of Count Bleck's minions. He's stronger than any enemy you've encountered thus far. With 20 HP, he can withstand some heavy hits before going down. O'Chunks's attacks do one point of damage with each hit. (If you've been leveling up, this isn't so bad.) O'Chunks jumps into the air and slams down to the ground. Keep moving so you're not beneath him when he smashes into the sand.

O'Chunks may be bigger than Mario, but this beefy brawler is a featherweight to your newest Pixl, Thoreau. Pick up O'Chunks with Thoreau and throw him to the sand. This dazes O'Chunks for two seconds. While he gets his bearings, jump on his head to dish out damage. Keep repeating this move with Thoreau to send O'Chunks back to Count Bleck with his head hung in shame.

Author Flippery

Admittedly, O'Chunks is my favorite new character in Super Paper Mario. I imagine this whiskered brute speaking with a thick brogue that's a mad cross of Sean Connery in "Darby O'Gill" and Mike Myers's proprietor of All Things Scottish. The oaf is pure comic relief, popping in and out of the story to engage in some buffoonery and drop some silly dialogue that's the perfect sideshow to Count Bleck's decidedly more serious plot to destroy the universe. Hopefully, O'Chunks will see his way to another game. Perhaps buddy up with Tinga?

After you defeat O'Chunks, a new red door appears. Pass through the red door and jump up to the yellow platforms to the left. (Ignore the platforms to the right for now.) Jump to the left until you reach another red door on a ledge and walk through it.

In the next area, flip to read the text on the statue. It tells you of a secret move you must perform on a blue pedestal: Press ① and ⊖ at the same time to make something magical happen. Before returning to 2D, check out the five ? Blocks to the left. They're full of coins.

Backtrack to the previous area with the yellow platforms. Run to the right, ducking under the yellow platforms. There are Goombas and Ice Cherbils to contend with. Goombas are easy marks, but the Ice Cherbils can pose a threat. If an Ice Cherbil hits you with its freezing breath, shake

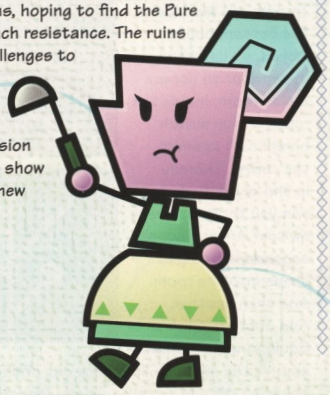
the Wii Remote rapidly to recover. Otherwise, Mario is frozen in ice and susceptible to damage by the Goombas. Use the spring at the far right to launch Mario up to the yellow platforms. Cross back to the left and enter the red door in the sky.

Run past the columns in the next area and hop up on the blue pedestal rising out of the sand. Press ① and ⊖ at the same time and the giant stone head to the right reveals the Star Block. You're almost to the end of Lineland—what other mysteries await in the ruins below the dunes?

Chapter 1-4: Monster of the Ruins

Yold Ruins

Mario and his Pixl pals slip beneath the sandy surface into a maze of ancient ruins, hoping to find the Pure Heart without too much resistance. The ruins offer a set of new challenges to the heroic band, such as fire traps and doors hanging high in the air. Will the Dimension Technique continue to show this paper plumber a new view of success?



Into the Depths

At the start of the ruins, run down the stairs and jump on the Squiglets for points. Pass through the red door at the bottom to enter a hallway lined with Buzzy Beetles. These new enemies are guarded by a protective shell. Instead of jumping on them, defeat them with Thoreau. Pick the Buzzy Beetles up and throw them into each other. The Buzzy Beetles do extra damage when tossed into their friends, clearing the hallway (and filling your pockets) faster.

There is a fire trap in the center of the chamber at the end of the Buzzy Beetle hall. Jump on the ? Block above the trap and check out the ledge to the upper right. At the end of the ledge, a ladder leads down to a treasure chest. The chest contains a Life Shroom, which revives you if you fall in battle. Return to the fire trap and walk through the door on the ground level to the right of it.

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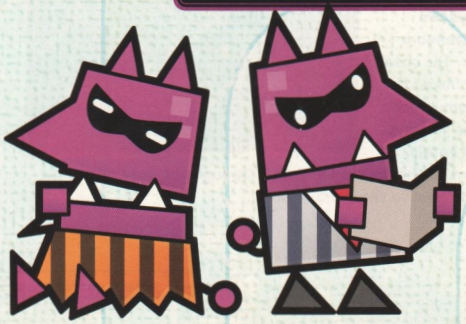
A hallway lined with deadly fire traps? No sweat. Even the flames in Lineland are paper-thin. Flip and run behind the fire traps without worry.

Another red door hangs in the air across from the fire traps. Tippi reveals no hidden ledge beneath the door, so it must be something else. Flip into 3D to spot a reversible block. When you bop these blocks in 3D, they rotate into 2D. Flip back into 2D yourself and use the blocks to escape through the red door.



In the next room, look for a treasure chest on a ledge above a pair of Spiky Tromps. The chest contains a Ruins Key. Return to the fire trap and use the key in a locked door.

Spiky Tromp Trap

The next chamber hosts a Save Block—use it so you don't lose it. Cross the sands to the right, jumping under blocks to pick up coins. More Spiky Tromps roll across the ground to the right, but they are squat enough that Mario can jump over them without flipping.

To the right of the Tromps are two doors. The bottom one is locked, so use the upper door to access a side room. Inside the room, a blue switch hangs high against the ceiling. Thoreau is the key, but what can you throw at the switch? After a couple seconds, a Squiglet drops into the room. And then another. And another. Grab a Squiglet with Thoreau and hit the switch. Climb back out of the room now after bouncing off any extra Squiglets for coins.

Return to the sand to the left of the Spiky Tromps. The blocks in the air have shifted, revealing a Ruins Key. Jump up to the blocks and snag the key with Thoreau. Now, use this key on the locked door.

The next room has another midair door. Flipping into 3D reveals no reversible blocks. Instead, use Tippi to reveal an invisible ledge. Now you can leave through the door.

The next room immediately reveals another locked door. Two Buzzy Beetles meander along the ground. These little guys are a nuisance—there has to be a way to clear them out faster. Flip into 3D to the right of the locked door to spot a hidden route. Walk the route into a small room with a treasure chest that contains a Buzzy Beetle Card. You do double damage to Buzzy Beetles now.

The key to the locked door is to the left, tucked inside some blocks. Well, tucked in if you remain in 2D. Flip to reveal a small alcove behind the blocks. Step into the alcove in 3D to fetch the Ruins Key. Next, step through the locked door.

The door leads into a tall room. Unfortunately, it's at the top of the tall room, and Mario plummets to the ground below. Use the spring to vault back up. There is a ledge to the left and one to the right of a currently inaccessible midair door. Head to the left.

When you flip into 3D, you spot a ladder heading up through the ceiling. Hit the blue switch on the ground of the room above. When you do, a giant red button rises from the floor to the left. The switch also releases hundreds of Spiky Tromps into room. The Spiky Tromps are rolling right for Mario, so quickly retreat to the red button and stand on it.

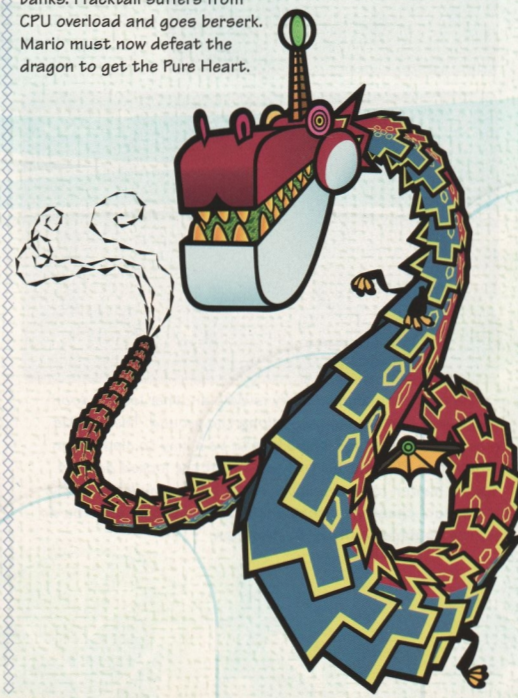
The button opens a hole in the ground beneath the Spiky Tromps. The Tromps fall through the hole. Drop through the hole yourself after the last Spiky Tromp has faded from view. There were just enough Spiky Tromps to fill the chamber. You can now pass through the red door.

In the next room, you must hit four red switches in a specific order to trigger a staircase that leads out of the ruins. Flip into 3D to reveal the order of the switches, from left to right: 2, 4, 1, 3. The staircase appears. Use the Save Block at the top of the steps to save your progress, and then follow the pipe out of the ruins.

Boss Battle: Fracktail

Max HP:	??
ATK:	1
DEF:	—

Fracktail is a Pure Heart guardian, left in the desert 1,500 years ago to wait for the hero that was prophesized to seek the treasure that would undo the damage caused by the passages within the *Dark Prognosticus*. The kindly mechanical dragon boots up when Mario approaches it. But just before Fracktail lets Mario pass, Dimentio appears from the ether and corrupts the dragon's memory banks. Fracktail suffers from CPU overload and goes berserk. Mario must now defeat the dragon to get the Pure Heart.



Fracktail swirls in the air before launching an attack. The monster swoops down at Mario perpendicular to the 2D desert. Run and let the monster pass by. Fracktail then flies along the top of the screen to the right.

Fracktail now attacks Mario on his own plane. Flip into 3D when the ground starts rumbling. Step to the side of Fracktail as he chews up the dunes. When the tail passes into view, jump on it. You must hitch a ride on Fracktail's back to access its Achilles heel.

On top of Fracktail, little Frackles rush back and forth. Use Thoreau to pick up the Frackles and throw them at the dragon's antenna. Each Frackle does a little damage to the dragon. After a few strikes, Fracktail will zoom off, dropping Mario back to the sand; to avoid getting dumped off, jump from the tail to the head. Hit him nine times to defeat him.

After you defeat Fracktail, a red door appears in the sand. Walk through it to meet Merlumina. She has been waiting a long time for the hero to claim the Pure Heart. Merlumina bestows the mystical treasure on you, giving you the key to the next dimensional door atop Flipside Tower. After claiming the Pure Heart, you are automatically whisked back to Flipside, ending the chapter.

While Mario travels back to Flipside, Count Bleck continues his evil plotting. However, Princess Peach finally wakes up in Bleck's castle. The heroic princess must reluctantly team up with two Koopa Troopas that survived Nastasia's brainwashing, following them out of the castle. Nastasia gives pursuit, but just as all seems lost, a little magic saves the day for Peach.

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CHAPTER 2

2-1: Bogging to Merlee's

With Princess Peach safe from Count Bleck's clutches, the pair of heroes head through the second dimensional door atop Flipside Tower. Their destination is Merlee's Mansion, home of an accomplished soothsayer and guardian of the third Pure Heart. However, the house is on the other side of a treacherous bog full of monsters. Mario and Peach must use their individual talents to negotiate the tricky moors and find Merlee before one of Bleck's agents can secure the Pure Heart for their own evil purposes.

Gloam Valley

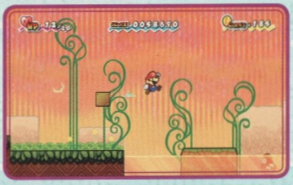
Gloam Valley is the bog that stretches between the dimensional door and Merlee's Mansion. The swamp is crawling with enemies, such as Squigs and Paratroopas. To successfully cross the bogs, Mario must seek out another Pixl. Only with this Pixl's explosive power can Mario and Peach press through the swamp and arrive at the front porch of Merlee's majestic mansion.

Braving the Marshes

As you start stomping across the bog, look out for threatening Paratroopas fluttering through the air. Jump on these nuisances, kicking their shells as soon as they fall to the ground. The shells rip along the floor of the swamp, knocking out all other enemies in their path. Peek in 3D sometimes to spot hidden goodies, such as a line of coins behind a low rock ledge.

Mario could swim across this expanse of water, but the shore on the other side is too steep for him to scale. Situations such as these are perfect for Peach. Switch to the princess and glide over the water with aid of her parasol.

On the other side, switch back to Mario. Jump across the stones in the water until you reach a platform with a Squig. Bop the beastie and then flip to spot some reversible blocks. Bonk these blocks to rotate them into the 2D plane and then flip back yourself so you can use them to reach the tall, leafy platforms in the sky.



Jump across the Paratroopas between the platforms until you spot a pipe above a locked red door. Jump to the pipe and drop down to recover the key for the red door. After retrieving the key, use it on the locked door below the pipe.

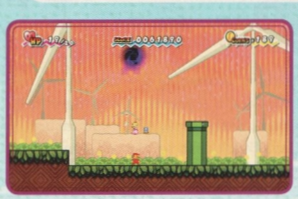
Eliminate the Squiglets and Squigs in the small chamber on the other side of the pipe to reveal the key.

In the next area, look out for Goombas that flip in and out of 3D. Surround yourself with Pill Pals from the first ? Block. (It's left of the red door you entered.)

At the far right, you're stopped by a sheer wall. Jump from a pipe on the ground to a ledge with a transport. Allow the transport to flip you through the air, depositing you on a ledge high above the marsh floor. The next ledge to the left is too far away for Mario's jumps, so switch to Peach.

Fly with Peach across the turbine-lined skies. Look out for Paratroopas patrolling the ledges, though.

When you touch down with Peach, drop into the pipe on the eastern platform. Peach emerges from the tiny pipe in the background. Do not switch to Mario, as you need Peach's parasol to continue to the right and cross a gap in the rocks. Jump on a blue switch on one of the rocks to make a red door appear against the right wall of the foreground. Head for the new red door to move into the next segment of the swamp.



NOTE

There is a red door in the middle of the foreground. If you slip inside and talk to a prisoner (complete with ball-and-chain) with Mario, the prisoner dismisses you. He's not down with talking to dudes. Chat with him as Peach, though, and he'll tell you of horrible happenings at Merlee's Mansion. A ruthless taskmaster there is causing all sorts of misery.

Meeting Boomer

In the next section of the swamp, zero in on a ? Block flanked by bricks. It contains a Mega Star. Free it and swipe the power-up to grow Mario into a massive, 8-bit behemoth. (Or touch the Mega Star with Peach if you prefer to see the 10-story-tall princess shatter the lands with her thundering steps.)

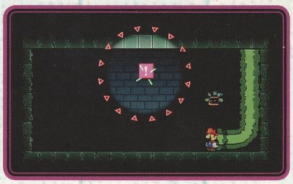
In mega form, rush to the right, slamming through wave after wave of Goombas and Koopa Troopas. The ruffians fall before you, filling your pockets with coins. After you return to normal size, use the Save Block next to the red door to record your progress, then slip into the next section of the swamp.

Grab the Slow Flower from the ? Block just inside the red door. You'll creep through the swamp as if you were wading in molasses, but you'll earn extra coins and points for every Koopa Troopa or Squiglet you stomp.

The prizes in the bog just keep coming—there's a Happy Flower in the next ? Block, just to the right of the water. Nab the rainmaking flower to call down coins from the clouds. Rush back and forth, picking up the coins as they descend to the swamp floor. After the coins are all gone, head into the pipe poking out of the ground to the right.

TIP

Before activating the Happy Flower's bounty, eliminate all enemies in 2D. That way, you can concentrate on just gathering coins.



When you drop into the pipe, it looks empty. Flipping into 3D doesn't reveal anything special, either. This looks like a job for Tippi. Point the Wii Remote at your screen to reveal an invisible blue switch near the ceiling. Jump up and bop the switch. A pipe now rises from the floor. Duck into the pipe and use Thoreau to defeat the orange Growmeba in the air.

The only way to beat the Growmeba is to grab one of the clones it produces and throw it at the original enemy. After the Growmeba is gone, a large treasure chest appears. By now, you know what this size of chest means: Pixl time!

Opening the chest frees Boomer. The excitable Pixl has longed for action and cannot wait to join the party. After answering a few quick questions, Boomer happily falls in with Tippi and Thoreau. The exploding Pixl is excellent as both an offensive weapon and a method of destroying bricks. Use the pipes to return to the marshes above and continue to Merlee's Mansion.

TIP

Before leaving the pipes, look for a crack in the wall to the right of the Pixl's treasure chest. Whenever you spot a crack like this, use Boomer to blast open the wall. Just beyond this crack is a chest that conceals a rare Watchitt Card.

Watch out for the Jawbus outside. Use 3D to slip behind the Jawbus and then return to 2D behind it, exposing its weak spot.

There are four red doors on ledges above the marsh floor. Use Boomer to blast the bricks away from the platform below the doors. The first door leads only to a small chamber with a Goomba. Don't bother with the creature. Slip into the second door instead.

Hey, what's this funny-looking thing? It's a Shlurp, and they can be defeated only with Boomer. Place Boomer directly in front of the Shlurp. The monster inhales the bomb, which explodes in its gut. Pick up the resulting coins and then slip back out to the marsh and use the third red door.

There's another Shlurp in this small chamber. Use Boomer to eliminate the moseying menace and then flip into 3D. There is a bricked-up hole in the floor. Place Boomer on the bricks and blast through them. Drop down through the hole, still in 3D, and pick up the two lines of coins. Next, drop through the hole on the far side of the coins and slip through the red door to go back outside.

Use the fourth door. Watch out for the Spiked Goombas inside. Use Boomer to remove the Spiked Goombas and pick up some extra points. Now, blast through the bricks in the floor here and fall down to the next level. Jump on a blue switch in here, which causes a fifth red door to appear outside. Drop through the floor and use the red door on the bottom to exit to the marsh.

Jump over to the new red door to find the Star Block that ends Chapter 2-1.

Before going for the Star Block, flip into 3D. There is a hole in the marsh floor. Drop into the hole to discover a hidden chamber guarded by Swoopers. After jumping on the Swoopers (wait for them to swoop down), open the two treasure chests to find a Shlurp Card and a Swooper Card. These bonuses will serve you well over the course of the adventure. Now, use the spring to vault back up to the surface.

With Merlee's Mansion tantalizingly close, jump into the Star Block to move to the next chapter.

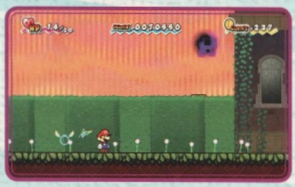
2-2: Tricks, Treats, Traps

Merlee's Mansion

Mario and Peach survived the swamp. As they approach the front porch of Merlee's Mansion, they can sense that something is not right about the place. The warnings of the escaped prisoner in the swamp still echo in Peach's ears. But even though danger lurks just beyond the mansion door, the duo must press on and recover the Pure Heart.

Mansion Grounds

Outside the mansion, you'll spot the top of a block behind some tall shrubbery. Flip to 3D to reveal a Coin Block in the garden. Step through the bushes and smash the block to loosen the coins within. Now, step back to the foreground and pass the door. Don't step inside just yet.



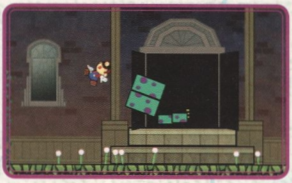
There is a lone block on the ground. Bounce on the block to trigger a ladder. The ladder extends to the heavens. Climb the ladder at once, ascending much higher than the house itself. At the top, step out on a ledge and switch to Peach. Use the parasol to glide to the roof of the mansion. There is a chest with a Stop Watch on the rooftop. Do not discard this item, even if you have a full inventory. It will be particularly useful during either this chapter or the next. With the Stop Watch in your pockets, drop to the ground and duck into the house.

TIP

You can get the Cursya Card in two ways from Merlee's Mansion. On your first visit, stand near this treasure chest hidden on the second-story balcony with the Stop Watch, then Flip. If you rather wait, you can use Luigi's super jump to reach the chest, after you free him.

Listening Problem

The foyer of the regal estate is patrolled by a Gnip. This dog-like creature made of sharp angles (especially those choppers) is on the hunt for strangers—and that's you. You must get by the Gnip, so switch into 3D and creep alongside it. If you are detected, the Gnip will swallow you in its gaping jaws and spit you back outside the front door.



Look for a crystal ball at the end of the hall. There's no visible door, but you know the drill: Flip into 3D. Behind the curtains lies a red door that leads deeper into the house.

Just beyond the door is a Save Block and the hired help. After saving your game, approach the maid. She curtsies and introduces herself as Mimi. (You know that's one of Count Bleck's minions, but poor Mario doesn't have this strategy guide, so he forges ahead.) Mimi welcomes Mario and Peach to Merlee's Mansion and directs them to Merlee's chambers: last door on the second floor. Before sending you on your way, Mimi offers one last piece of advice: Don't enter any other rooms. Or else.

Well, if that's not an invitation to go exploring... The first door on the bottom floor leads to an empty room. There is a Mushroom on the floor. If you try to approach it, though, it's tugged away via a string. If you follow the Mushroom across the floor, you fall through a hole, landing in a basement chamber haunted by three Boos.

Boos vanish whenever you look directly at them. To defeat the Boos, you must be facing the opposite direction so they are visible. Jump over the Boos as they pass by, them leap into the air and drop down on them from behind. After the Boos are gone, drop Boomer on the red switch in the floor to raise a pipe. Enter the pipe to return to the main hall.

A giant Gnaw, to the right of the door with the chained Mushroom trap, guards a locked door. You must find the key so you can slip into that room.

The first door on the second floor leads to another large room. There is a Mushroom in here, too, but it's hanging on a rope from the ceiling. Hey, a Mushroom sure would be useful right now to heal HP, wouldn't it?

Fell for it again? Defeat the Shlurp in the dungeon with Boomer so you can return to the main hall.

NOTE

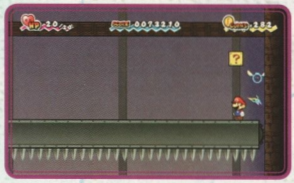
You can avoid all of these traps, but stumbling into them does offer opportunities for points and coins.

The next door on the second floor reveals a room lined with glimmering coins. These coins sure are tempting, but if you don't resist your greed, you'll end up in another

dungeon. This dungeon is occupied by a pair of Swoopers. If you collected the Swooper Card, you can quickly defeat these enemies with a single bounce. Bomb the red switch against the far wall to raise the pipe and exit back to the main hall.

To close in on Merlee, use the last door on the second floor. This chamber contains a trap, too, but you can use it to your advantage to get closer to the Pure Heart. Run to the room's right side and press the green switch on the wall. Suddenly, a panel of razor-sharp spikes appears above you. It starts a slow descent. This gives you enough time to plan your escape.

Just before the spikes reach Mario, flip into 3D. There is a lane of empty space between the wall and the spikes. Jump on top of the spikes when they reach the floor. The top of the panel is smooth and safe to stand on. Ride the panel as it moves back up to the ceiling. When you reach the top, bop the ? Block for goodies, and then run to the left.



Flip back into 3D to see a winding path above the spikes. Using Boomer, blast holes in the bricks blocking your way across the ceiling. Flip back to 2D after you pass the columns

of blocks that cannot be detonated. When you reach the far side of the ceiling, make sure you are in 2D. Open a treasure chest on a ledge to get the House Key. This opens the locked door next to the Gnaw. Return to the foyer so you can explore the deeper recesses of the mansion.

In 3D, you can slip by the colossal Gnaw and unlock the door. The Gnaw's leash is attached to the lock, so as soon as you unfasten the lock, the Gnaw is freed. Don't panic. The beast has no interest in you and chases Mimi instead. While the maid flees from the Gnaw, exit through the door and end the chapter with the Star Block just beyond.

2-3: Breaking the Bank

Uh, Glue?

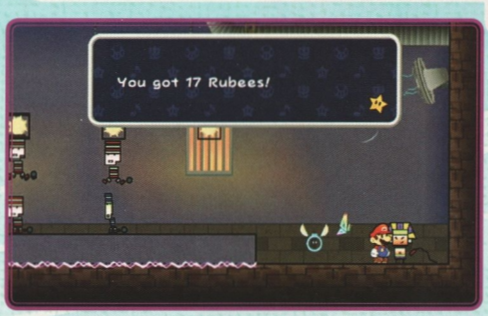
Mario and Peach survived the trap-filled foyer, but the search for Merlee is far from over. Mimi escaped the chomp of the Gnaw and is back in the house, looking for ways to stir up trouble for the heroes. The only thing it turns out Mimi likes more than helping Count Bleck is the lure of sparkling Rubees, so maybe Mario can use this obsession against her?

Indentured Servitude

When you enter the next hall, you spot a ? Block. Perched atop the block is a rather nice-looking vase. If you touch the block, though, the vase falls to the floor, shattering into pieces. Mimi rushes in to admonish Mario for his clumsiness. That vase was priceless! She estimates its worth at 1,000,000 Rubees. And there's no way you're leaving until you repay your debt. You must earn those Rubees to satisfy your debt.

Jump from the block to the room's second level. Enter the first door to find a room full of prisoners like the one you found in the swamp. These prisoners are working a series of electric generators, earning Rubees to pay their own debts. The last generator is empty. That's where you must start your new life of servitude.

Talk to the taskmaster, Ackpow, at the edge of the room. He says you can earn Rubees by jumping up and smacking the generator. Be sure to jump the spark on the ground that acts as motivation.



You must earn at least 100 Rubees in this room. Jump under the generator for a couple minutes. When you think you have done enough work, talk to the taskmaster. He'll pay out your Rubees. If you don't have 100, get back to work! When you have enough Rubees, return to the floor below.

Float across the gap in the floor to the left with Peach. Enter the door. There is another taskmaster inside, guarding a ? Block. You can buy Mushrooms here for 10 Rubees to refill your HP. (That's not a bad deal.) Talk to the first prisoner in the room, and he tells you about a special VIP room in the house where you can earn Rubees at an accelerated rate. He says he knows the passcode, but he won't speak it until you give him 100 Rubees. Hand over the Rubees to learn the four-digit code: 5963.

Head back upstairs to the locked door with the control panel. Input the code to get into the VIP room.

This hardly looks like a VIP room, but the prisoner was right about one thing: You can indeed earn a lot of Rubees in here. Talk to Ackpow (on the right) and he'll open one of the wheels for you. In these wheels, prisoners run like gerbils, generating electricity. The longer you stay in the wheel, the more Rubees you'll earn. When you stop, the wheel opens and Ackpow pays out your Rubees.

Once inside the wheel, press right and hold it. And keep holding it. Hold it some more. Sit back and relax. Have a beverage while you hold right for a few minutes, generating electricity. You need to earn 10,000 Rubees. That's a far cry from 1,000,000, but 10,000 Rubees should buy you some more useful information elsewhere in the house. As soon as you have the full 10,000 Rubees, exit the room and enter the door to the left.

Flip to 3D and look against the far wall for a hiding prisoner. He'll share some hot info with you, but he wants 10,000 Rubees. Pay the scruffy little fella. He says he overheard Mimi murmur the following number sequence: 41262816.

Return to the door where you paid 100 Rubees for VIP access.

At the door where you learned the VIP code, flip to 3D. There is a red arrow on the floor and a hidden room next to the arrow. Step toward the screen to find another large treasure chest containing a new Pixl!

Your newest companion is Slim, the Pixl that makes you ultra-skinny. When you stop moving, you're so thin you're virtually invisible. Slim is the key to escaping from Mimi's service.

Return to the top floor. Flip at the far left of the hall to spot another red arrow indicating more secret rooms. Walk into the secret area and jump under the brick to extend a ladder to a third floor. Climb the ladder and look for a pair of electric gates that sweep back and forth along a hallway.

TIP

On your way down, flip to 3D to spot a brick wall. Blast through the bricks with Boomer to find a Boo Card in a treasure chest.

Use Slim to make Mario skinny. Run toward the gates, freezing as they draw close. The gate passes over Mario when he stands still. When the gate is gone, run to the

next one and repeat. At the door on the far side of the electric gates, input the longer number sequence: 41262816. The door swings open.

Look at all of those Rubees. There must be, what, a million of them in there?

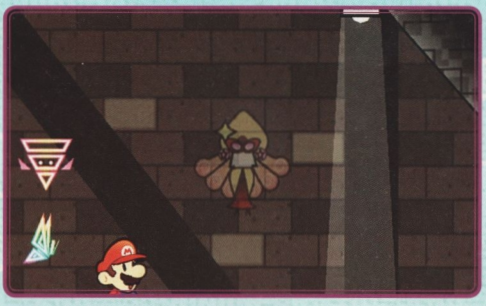
Take the million Rubees to the bottom floor and enter the door on the far right. It's Mimi's office. She's counting her precious Rubees behind the glass. Talk to her and deposit your Rubees against your debt. When you zero out your balance, Mimi flips. You weren't supposed to ever earn enough Rubees to pay for the broken vase. Mimi leaves in huff, but that won't be the last you see of her. While she broods elsewhere, she hatches a revenge plot. Let her sulk and seethe, because you have a Star Block to hit. Flip into 3D, slip between the bars behind the glass with Slim, and jump into the Star Block to end the chapter.

2-4: The Basement Face-Off

Merlee's Basement

Mario and Peach feel their way into the dark depths of the mansion's expansive basement, a network of rooms that serve more as a confounding maze than anything else. By forging a path through the rooms, the pair should finally discover the true location of Merlee and coax the Pure Heart from her possession. But Mimi is still on the loose, and madder than ever.

The Maze



When you first enter the basement, the ghostly face of Merlee appears in the air. She is in trouble and fears for her life. Her ominous yet pleading rhyme is also the key to solving a riddle at the very end of the maze.

Drop down the stairs to the basement floor. Flip into 3D and walk to the left of the stairs to punch a Mushroom out of a hidden ? Block. With your HP restored, head to the right of the steps. There is a Save Block next to two doors. Save your game and then enter the maze of rooms through the first door.

This is room 01. Walk through the next door to enter room 03.

A Growmeba patrols this room. Switch to Thoreau and grab one of the Growmeba's clones. Throw it into the source to destroy the Growmeba and clear the room. Now,

flip to 3D and bop the reversible blocks under the central door, producing a ledge in 2D, before exiting through the door to the right.

You are now in room 02. Empty the two ? Blocks and then jump to the ledge to the right. Pass through that door to enter room 04, which is marked by the unblinking stare of Mr. I. You cannot jump on Mr. I to defeat it; instead, flip into 3D and run in circles around the unblinking beastie. Jump across the room to the opposite door.

The door leads out to a furnished hallway. Walk past the second door to the left side of the hall. Flip to 3D to reveal reversible blocks. Bounce the blocks into 2D so you can use them to climb the room and check out the upper floor.

Is this really Merlee up here? Something seems wrong. She wants 10 million Rubees for the Pure Heart? The world is ending and a guardian is concerned with payment?

The real Merlee projects herself into the hall. She is still hiding out in the basement, and this Merlee before Mario is an impostor.

Her ruse now pointless, the fake Merlee reveals herself. It's Mimi. And yes, she is plenty mad. Mimi transforms into a terrifying spider and chases Mario. Rush through the door behind Mimi to escape her venomous clutches.

Use Slim to flatten out Mario. Drop through a crevice in the floor to escape Mimi as she crashes into the room. The crevice leads down to room 06. Avoid the Cursya down here.

Use 3D to jump from the ? Blocks to the ledges above the floor. You can narrowly avoid Mimi in 3D, but don't rely on it forever. You must save your HP for the inevitable

showdown hinted at in the chapter title. Jump across the room to the left and pass through the door.

You're now in room 07. See that crack in the upper-right corner? That's a perfect spot for Boomer to do his thing. Place the Pixl next to the crack and blow a hole in the wall. Now, flip to 3D and walk through the new opening. This takes you to room 09.

There are two Shlurps on the floor. Quickly dispose of them with Boomer before Mimi catches up. If you need to escape, dart through the door to the left to find room 08. But come back here, as room 09 leads out of the maze.

TIP

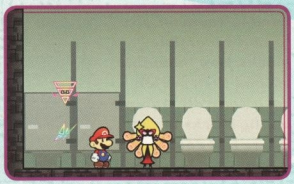
Notice a crack in the wall next to the sign in room 08. Blast open the wall with Boomer (avoiding the Ice Cherbil) and slip inside to pick up a handy Shroom Shake.

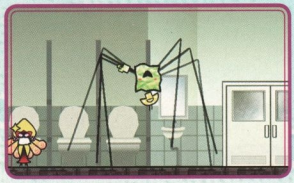
Back in room 09, flip to spot reversible blocks. Bop them into 2D and then switch back yourself. Jump up the blocks to the upper-left door.

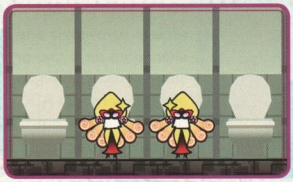
An Atomic Boo lurks in the next room! Get behind the Boo while it is invisible and then jump on it two or three times (depending on your personal ATK power) to get it out of the basement. If you don't want to bother with the Atomic Boo, just use Tippi's seeing powers to spot the invisible staircase against the wall. Run up the stairs to escape the basement and find a good place to rest: the restrooms.

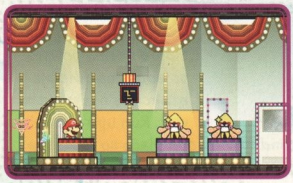
There are two restrooms in the hall. Fish the Super Shroom out of the ? Block next to the men's room. Because you're looking for Merlee, the women's room is the best place to start. Save at the Save Block and then walk into the restroom.

Sure enough, Merlee is hiding in here. She's tucked in the fourth stall. But before Merlee can hand over the Pure Heart, the spidery Mimi crashes the party.





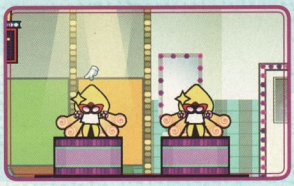




To confuse you, Mimi transforms from the spider to Merlee. There are now two Merlees again, but they're standing right next to each other. How can you tell them apart? This is quite a predicament indeed, and one made even stranger by the sudden arrival of the InterNed. The restroom is turned into a game show, with the InterNed as the host.

The InterNed lets you ask the two Merlees three questions. You must listen to the answers and, after the final question, pick the right Merlee. You can choose any three questions from a list of inquiries, such as: "What's the best smell?" The answers you receive are the giveaway. Remember how Merlee always rhymed? One of these Merlees isn't quite adept at the art of verse and often bungles her rhymes. That's the impostor.

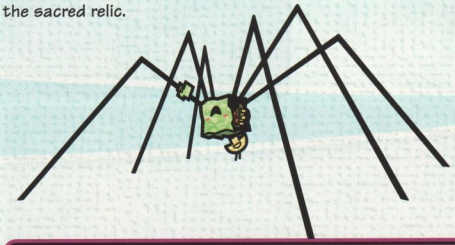
After the third question, pick the real-deal Merlee. (Hint: It's the Merlee on the left.)

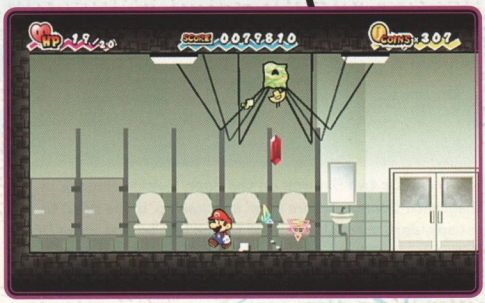


Boss Battle: Mimi

Max HP:	??
ATK:	4
DEF:	—

Mimi freaks when you see through her trickery. She resumes her horrible spider form and goes on a rampage in the restroom. Merlee flees, offering support from the safety of the hallway. You must defeat Mimi if you want Merlee's Pure Heart. You cannot allow this agent of Count Bleck to get her hands (well, legs in this case) on the sacred relic.





Mimi attacks you with her Rubees. The spider leaps to the ceiling and skitters from left to right, dropping the sharp gemstones to the floor. They stick in the ground. Jump over them as you avoid the spider. If you're hit by one of the Rubees, you take damage. You can flip into 3D to avoid the Rubees more easily, but it's harder to attack Mimi from this view.

To defeat Mimi, you must first slow her down. As she crosses the floor, jump on her head. This stuns her and she lowers her head. Jump on her again to dish out some damage. Every time you jump on her head, Mimi loses a leg. You must kick loose all six legs to defeat her. If you have the Stop Watch, use it to freeze Mimi while she's hanging low to the floor.

TIP

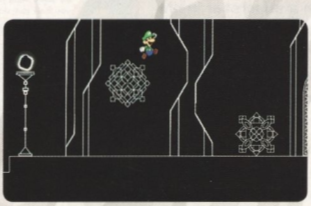
Mario's quicker jumps make him the better hero to use in this basement battle.

Watch out for Mimi's Rubee wave attack. She sends a ripple of Rubees across the floor. Jump over the wave to avoid damage.

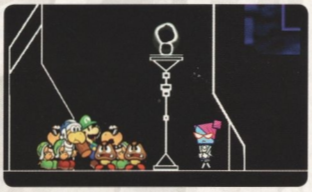
Keep on top of Mimi. Don't let her get too far from you or she'll launch a Rubee attack.

After you finally defeat Mimi and she vanishes back to Count Bleck's dimension, Merlee reappears from the hall. She thanks you profusely for saving her from Mimi and immediately offers you her Pure Heart. As soon as you accept the relic, you are whisked back to Flipside so you can place it in the next Heart Pillar, leaving Merlee to resume her career as an expert seer. In fact, maybe you'll even see her again.

Bleck is not dismayed by your victory at Merlee's Mansion. The heroes have only three of the eight Pure Hearts. The Void will consume all before they can find the other five. But, just in case, Count Bleck issues forth Dimentio to slow down the heroes in the next dimension.



Elsewhere in the mansion, Luigi wakes from his nightmare of being stuck in some bizarre parallel dimension, only to find out it's no nightmare. He really is trapped in some bizarre parallel dimension. Two Goombas implore Mario's brother to help them escape from the castle. Luigi tries to help, but he cannot escape Nastasia. She tracks him down and takes him into the castle for brainwashing.



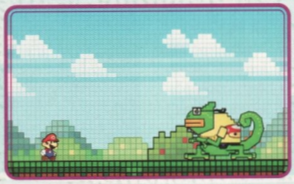
CHAPTER 3

3-1: When Geeks Attack

The Bitlands

The Bitlands should look vaguely familiar to Mario and Peach. They resemble the Mushroom Kingdom in many ways—just seen through a pixilated lens. The land of bits and bytes is the home of uber-nerd Francis, a chameleon who loves video games, sci-fi, comic books, action figures, and butterflies. Wait, butterflies?

Oh Tippi, Where Art Thou?



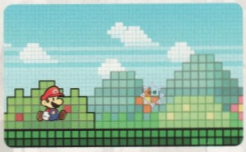
As soon as the heroes set foot in the Bitlands, Francis appears. The goofy chameleon spots Tippi and his heart soars. Not only is she a beautiful specimen for his butterfly collection, but Tippi will also make him a superstar in his butterfly chat room. Before Mario can stop him, Francis swipes Tippi and makes for his castle.

After Francis leaves with Tippi, there's a rustling in the nearby bushes. A Pixl pokes his head out when he thinks the coast is clear—this is Barry. Barry isn't willing to go with you; he's seen how easily Francis stole one Pixl from you already. He'll stay right in these bushes for now, thank you very much. However, before going back into hiding, Barry gives you three clues for reaching Francis's nerd fortress:

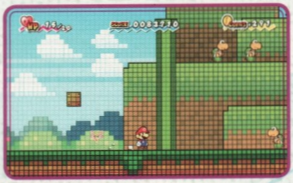
1. Look for a giant red X on a castle in the Bitlands. It's a weak spot.
2. Aim for the red flipper of the monster that lurks in the ocean between the Bitlands and Francis's castle.
3. You can catch a red wind from the top of a giant tree. This magical breeze will sweep you to Francis's front door.

CAUTION

Author Flippery



After you defeat Francis and clear the chapter of his super-nerd menace, return to this bush. Barry will now join your merry band of Pixls. I used Barry quite often, especially in boss battles when I was just getting my bearings and observing attack patterns. Barry blocks incoming attacks, which is also extremely useful when you're down to your last few HP and completely out of healing items. I also found using Barry with Bowser was a potent combination in crowded chambers. I could breathe fire all over enemies and, in the rare event that one got too close, guard with Barry's barrier.



After Francis leaves, head right to start searching for the first castle as described by Barry. The Bitlands hosts typical Mario enemies, such as Koopa Troopas and Piranha Plants. When you reach a tall pipe that blocks your path, flip into 3D to step around it. Resume 2D and then jump to the top of a series of ledges occupied by Koopa Troopas. Once at the very top, bounce on the Koopa Troopa and kick its shell all the way to the bottom, whacking every Koopa Troopa on the way down.

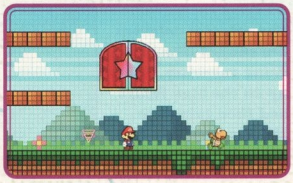
At the next pipe, flip again to step around. However, stay in 3D and bop a reversible block on the right side of the pipe so you can scale it back in 2D. At the top of the pipe, jump up to hit a brick

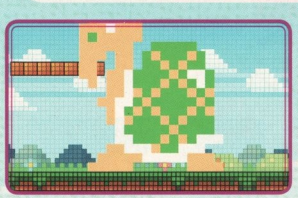
that extends a ladder into the sky. Climb the ladder to find a red door high in the heavens.

The ? Block just inside the door to the right contains a Mega Star. Jump up and release the Mega Star, then transform into Mega Mario so you can plow through the enemies ahead. Thunder across the 8-bit landscape, smashing and thrashing. The Koopa Troopas that try to block your path are cast aside like crumpled paper balls. Each defeat adds coins and points to your totals. Eventually, Mega Mario loses his power and returns to normal size, but not before clearing out every brick and baddie in his wake.

A red door stands at the end of your path of destruction. Slip through it to find yet another Mega Star.

When you step through, you drop to the ground. The red door hangs in the air. Your arrival startles a Koopa Troopa. The Koopa Troopa flees, but not out of fear. It seeks a Mega Star from a nearby ? Block.





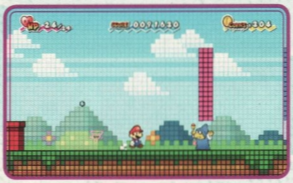
The Koopa Troopa transforms into an 8-bit Koopa, ready to exact revenge for game after game of abuse from the plumber.

Run to the left, escaping the giant Koopa. The first ? Block you come across contains a Mega Star. Leap into the block to free the Mega Star and claim it for your own. Now you grow just as large as the Koopa, effectively turning the tables. Run at the Koopa, knocking it off-screen.

Don't stop there, though. Make the most of Mega Mario and run to the right, wreaking havoc on dozens of little Koopa Troopas. Crash through the Koopas, adding even more points and coins to your banks. When you finally reach the end of your run as Mega Mario, look for a blue switch and a sign. The blue switch raises a ledge beneath the hanging red door. Now you can pass back through it. As for the sign, it offers a hint about how to find the castle Barry was talking about: Neewteb ni llaf sepip der eht. Read it in reverse for the clue: Fall in between the red pipes.

NOTE

Before retreating to the stage's first section with your new knowledge, look for a yellow platform to the left of a red door. Ride the platform to a pair of pipes. The taller pipe deposits you in the background. Run to the right in the background to find a Catch Card SP.



Back at the first section, either heed the sign's advice right away or continue to the right and fight for some very useful treasures. If you want those treasures, jump over the red pipes in the ground and watch out for Magikoopas patrolling a series of colored columns. Magikoopas are troublesome, as they cast magic spells that fly through the air, not stopping until they go off-screen. Jump on top of the Magikoopas to knock them out.

There is a pipe on the other side of the colorful columns—but watch out for the Back Cursya. Don't try to defeat it (though you can with Bowser, if you really want to); just avoid it altogether. If the Back Cursya gets you, you are instantly transported back to Flipside. Use 3D to avoid the Back Cursya and jump in the pipe. The pipe sends you to the background.

Run to the left, seeking out the next pipe. Drop into it to access a secret underground chamber. There is a Blomeba in the chamber, replicating itself. Defeat the Blomeba with Thoreau. This reveals another pipe you can escape through. Before leaving, recover the Thunder Rage from the treasure chest on the ground.

This pipe sends you back to the background where you can find another useful item to the left: Ice Storm. With these treasures, backtrack through the pipes and return to the foreground. There is just one more treasure on this side of the red pipes. To get it, use 3D again.

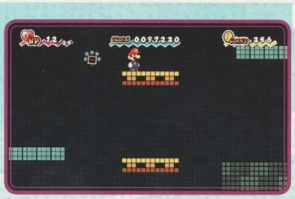
The colorful columns are shaped like people doing exercises. Jump up on the blue figure and then return to 2D. Now you can hop along the tops of the columns. Jump to the ledge in the air above the column to find a Piranha Plant Card in a treasure chest.

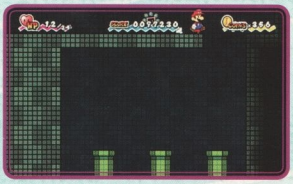
Now that you've scooped up all of the bounty, drop between the red pipes to enter an underground cavern.

Familiar Territory

Inside the cavern, pop the ? Blocks to find coins and Pill Pals. The cave is littered with Gloombas, but your Pill Pals help keep these wretched little fungi at bay. Jump over the columns in 2D or weave through them in 3D. Empty the Coin Block between the columns to pad your pockets.

Keep moving right until you reach a series of platforms ascending and descending from the ceiling. If you are old-school, you know what to do without any encouragement. It's time to break out a classic *Super Mario Bros.* trick: Ride the platforms to the top and jump off at the ceiling. Once on the ceiling, run to the right and find a secret warp pipe chamber.





The first pipe leads to a chamber with coins and a Magikoopa Card. The card is visible only in 3D, hidden behind the stairs.

You're soon upon a set of pipes. They are inhabited by Piranha Plants, but if you sought out the treasure, you gained an advantage over them with the Piranha Plant Card. You and your Pill Pals do extra damage to the toothy veggies. After evicting the first Piranha Plant, stand on the pipe and drop into it to score some extra coins.

The second pipe takes you to the stage's next area. (If you already got the Piranha Plant Card, don't sweat the third pipe. It returns you to the area with the colored columns. If you didn't get the card yet, use this opportunity to retrieve it.) When you emerge from the pipe, use the Save Block before heading off to the right.

TIP

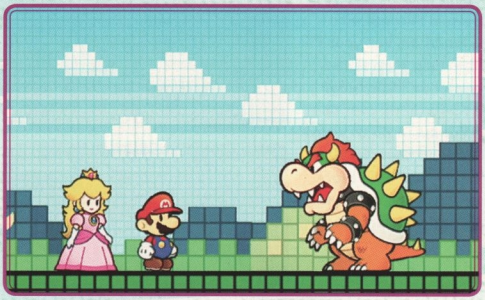
There is a Catch Card SP in the secret room with the coins, tucked behind the pipe.

Look out for Koopa Strikers positioned on the blocks. These soccer hooligans kick shells at you. Jump the shells to avoid damage and dispatch the Koopa Strikers by bopping the blocks under their feet. Once the Koopa Strikers are down, continue to the right.

You reach the first of three small castles. This castle is guarded by Koopa Strikers and Koopa Troopas. Flip into 3D to avoid the enemies and save HP. Cross the castle balcony and then move to the next fort.

The second fort is guarded by a Bill Blaster that periodically fires Bullet Bills across the sky. Wait for the coast to be clear and then scale the fort.

Finally, you reach the third castle—and the red X from Barry's clues. The castle is patrolled by Bill Blasters, Koopa Troopas, Hammer Bros, and Goombas. Don't worry about finding a way to fight off the baddies. Just switch to Boomer, drop a bomb right in front of the red X, and stand back. This blast strikes the fortress's weak spot, reducing it to a pile of bits and bytes.



Guess who owned this castle? Bowser! Mario's nemesis roars with frustration. The plumber has destroyed yet another of his castles. But Bowser isn't about to give up. He'll fight Mario in any dimension, including the Bitlands. Bowser traps Mario between two giant pipes and challenges him to a classic duel.

Defeating Bowser isn't too hard, actually. The vengeful turtle is slower than Mario, giving the plumber a distinct tactical advantage. The only thing you have to really watch for is Bowser's fire breath. He can singe Mario's britches with a single belch. To defeat Bowser, use Boomer. Plant bombs on the ground and then lure Bowser within range. Set off the bomb, catching Bowser in the blast radius, and you'll tame the mighty Koopa King.

After the fight, Bowser refuses to join the party and help stop Count Bleck. If Bleck wants to destroy his dimensions, let him. Besides, Bowser could never team up with his arch-nemesis. Peach reminds Bowser that Bleck is planning to neutralize all dimensions, though, including the Mushroom Kingdom. If Bleck is successful, Bowser will never get to boss his minions around or battle Mario again. This spurs Bowser into action. He feigns reluctance, but joins the party. You can now control King Bowser and use his fire to toast Bleck and all of his henchmen. Now, stomp forward with Bowser and jump into the Star Block to end the chapter.

Author Flippery

My favorite chapter in the entire game is this one. Not only is the dialogue with Francis in the castle in 3-4 hilarious, but the Bitland's glorious re-creation of Mario's 8-bit adventures warms the cockles of this gamer's heart. Many a thumb was bruised making those precision jumps in 1985 when Super Mario Bros. hit the scene with the original NES. Nods like this to Nintendo's storied history are great reminders of why the gaming giant is still going strong today.

3-2: Bloops Ahoy

The Tile Pool

As soon as Bowser joins the team, the heroes must douse his fire by jumping into the Tile Pool. The 8-bit ocean stretches between the outlying Bitlands and the great tree that stands tall over Francis's nerd compound. This pixel sea is full of Bloopers and Cheep Cheeps, but between Mario's talents with escaping into 3D and Bowser's brute strength, the heroes might stand a chance.

Suddenly Thudley

The waters are patrolled by Cheep Cheeps. It can be difficult for Mario to defeat them in either 2D or 3D, so the best tactic may just be to avoid them entirely. However, Bowser's fires do indeed work in the drink, so you could try his breath. Just be warned Bowser is a large target and rather slow. The first ? Block you encounter unleashes a Mushroom, great for topping off your HP.

The next lone ? Block in your sights is a Happy Flower. After you pick up the Happy Flower, the sea glistens with falling coins. Swim from left to right with the swift-moving Mario, picking up the coins quickly. Watch out for the current that could drag you down, denying you precious seconds with the coin parade.

Pass over the down current safely by flipping in 3D and swimming through a tight passage in the rocks above. Bowser cannot fit in this passage.

Keep swimming to the right, deftly avoiding the erratic Bloopers.

Eventually, you reach a tunnel that is just the perfect height for Bowser. Switch to the King Koopa and drop to the tunnel floor. Command Bowser into the waters, breathing scorching fire on the Cheep Cheeps and Bloopers that occupy the tunnel.

The six posts across the tunnel are the key to getting out of the oceans, but you do not have the talent to manipulate them just yet. You must seek the help of a new Pixl hidden somewhere nearby in the Tile Pool. Switch back to Mario and use 3D to slip in front of the blocks that seemingly deny you passage into a pipe.

The waters grow darker as you dive deep. Keep an eye out for whirling currents and Blooper tentacles. You can often catch a glimpse of the tentacle wiggling behind the rocks. When you get close, the tentacle darts out and dances around, hoping to find prey. Avoid both the tentacles and the whirling currents. The currents will turn you upside down, often ejecting you right in the path of a waiting Blooper tentacle.

Swim all the way to the right of this Tile Pool section. There is a break in the water above you. Surface into a small side alcove and inspect the mosaic on the wall. It's a diagram of the six posts you just swam by in the previous area. It shows the positions they must be placed in, from left to right: Up, down, down, up, down, up. With this secret knowledge, slip back into the waters and begin swimming to the left again.

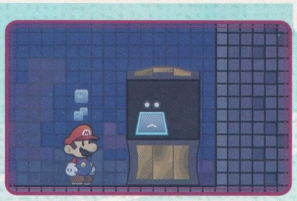
There is another break in the waters near the middle of the area. When you surface, you emerge next to a pipe. This pipe leads to a secret chamber in the Tile Pool, guarded by Bloopers and Cheep Cheeps.

TIP

Before dropping into the pipe, flip into 3D. A chest is hidden behind the wall to the right of the pipe. Fish a gold bar out of the chest. It's worth around 100 coins when sold at a store. (If you go to Howzit's in 1-2, though, you'll earn a little extra.)

Switch to Bowser and clear the passage with fire breath. Bowser's flames eliminate Spiked Goombas with a single blast. When you step back into the waters, keep bearing down on the Bloopers with dimensional powers. When they flip into 2D (Bowser cannot go 3D), sear them with your hot fire. When you pass through the red door at the end of the watery passage, bars slam shut, locking you in a flooded room.

The room is loaded to the gills with Bloopers and Cheep Cheeps. Use Bowser to burn them out of the room. When the coast is clear, a giant treasure chest appears in the lower right corner. Open the chest to meet your newest friend: Thudley.



Thudley is one heavy Pixl. With this Pixl's ground-pounding prowess, you can slam down posts with a single drop or put extra hurt on enemies that pass beneath you.

Use Thudley on the post in front of the barred door. Driving the post into the sea floor lifts the bars.

Next, return to the posts in the first section of the Tile Pool. Smash the posts into the ground with Thudley, just as described in the mosaic: Up, down, down, up, down, up. If you accidentally drive a post that should remain tall, just pound it again and it pops back out of the ground. When all of the posts are in the right place, a red door magically appears. Pass through it.

The next section of the sea is patrolled by sharp-toothed Bittacudas. This is a job for Bowser. His fires are strong enough to eliminate the powerful Bittacudas. Keep swimming to the right, blasting these foes with fire.

TIP

Collecting cards? This is the only place you'll find the Bittacuda, so break out a Catch Card SP and capture one of these monsters for posterity.

Suddenly, the Bittacudas are spooked by something to the right. What could be fearsome enough to send these frightening fish fleeing?

Uh-oh!

Boss Battle: Big Blooper

Max HP: ??
ATK: 2
DEF: —

The giant Big Blooper is the guardian of the sea. If you want to escape to the far shore of the Tile Pool, you have to get by this terror of the 10 tentacles. Big Blooper traps you in front of his face with two huge yellow-tipped tentacles. The monster then starts poking the waters with his remaining eight tentacles, shooting them from the sea floor one at a time.

Use Bowser to defeat Big Blooper. Bowser's flames are the perfect method of attack. Swim back and forth, waiting for movement in the patch of tentacles along the screen's bottom. When you see one of the tentacles rising, swim the other way to avoid getting slapped. Turn back when the tentacle has been fully extended and breathe fire on it. After you strike three of the seemingly impervious blue-tipped tentacles, the Big Blooper reveals its weakness.

Big Blooper does not have a particular amount of HP. You just have to strike it in the weak spot Barry hinted at three times. The Big Blooper has one red tentacle that it swats at you every once in a while. When that tentacle appears, attack it with Bowser's flames. The Big Blooper recoils from the stinging pain. After three strikes to a red tentacle, Big Blooper yields. You may now pass and slip into the pipe off to the right.

The Star Block is just beyond the pipe, on dry land—beautiful, 8-bit dry land.

3-3: Up, Up, and a Tree

The Dotwood Tree

The great Dotwood Tree pierces the pixelated sky, its branches forming a canopy that offers shade to half of the Bitlands. Mario and the heroes must scale the massive tree, somehow reaching the very top where they can catch the fabled red winds that Barry told them about. Their adventure takes them inside the titan where they must somehow outsmart a legion of beasties.

Scaling the Bark

The great tree is lined with branches, ledges, and platforms that you can use to scale its tall face. Watch out for Parakoopas, Cherbils,

and Tileoids on patrol as you jump from platform to platform.

Stuck? Flip! Look for reversible blocks on the long brick platform on the left side of the Dotwood Tree for a boost up to the next level.

After you recover the Pixl Dottie in Chapter 5, return to the Dotwood Tree and check out that tiny red door to the right of the trunk. Inside is an Itty Bits, where you can buy the ingredients needed for several recipes.

Item	Price
Peachy Peach	25
Freah Veggie	20
Horsetail	18

Switch to Peach and use her parasol to glide across the great expanses between ledges near the flashing sign.

CAUTION

Don't use Bowser on the Dotwood Tree. You must make precision jumps to scale the tree, and Bowser is just too big and too heavy to be effective.

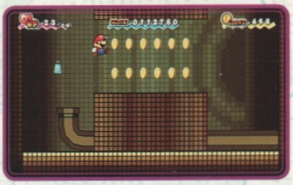
There are Slow Flowers and Speed Flowers on the trunk. Pick these flowers from ? Blocks to augment your coins and points. Be cautious when collecting the Speed Flower, though, as the extra boost reduces your jumping accuracy. You may find yourself overshooting a ledge and falling all the way back to the ground.

When you spot a post on a ledge, switch to Thudley. Ground-pound the post to reveal a moving yellow platform to the left. Ride this platform across the side of the tree and to a mossy ledge.

The next gap between the ledges is too far for even Peach to soar across with her parasol. Flip into 3D with Mario to see some hidden bricks extend across the gap. Walk along the bricks in 3D, jumping to the safety of the next brick platform before flipping back into 2D.

Low on HP? Find a Mushroom inside this ? Block.

A pipe on the tree's right side leads to a coin hoard. Look for the Poison Cherbil floating around a lone block. Jump on top of the Poison Cherbil to defeat it and land on the block. The pipe is out to the right, tucked just off-screen. Sink into the pipe and pick up the coins before returning to the face of the tree.



There is a door obscured by bark on the next long platform. This is the only time you need to bring out Bowser. The Koopa King's flames torch the excess bark, allowing you to slip inside the tree. Switch back to Mario before entering the tree, because you'll need his platforming prowess as soon as you slip inside.

NOTE

You can also destroy the excess bark growth with Boomer, but it takes several bombs to do the job.

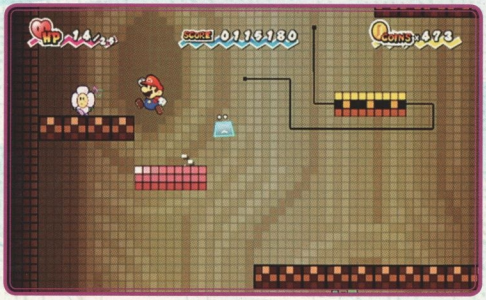
Inside the Tree

The inside of the Dotwood Tree is crawling with Tileoids. Jump on the enemies as they scurry along the walls and floor, clearing a path to the yellow pipe in the wall to the left. This pipe rockets you to the top of the tree's interior, but there is no red door to escape through yet. You must solve a switch puzzle inside the tree before the hidden exit is unveiled. Bounce on switches to turn them pink or blue. Depending on the color of the switch, pink or blue platforms appear inside the tree. Turn this first switch pink and then step back through the pipe to start your progress up the tree.

Leap up the pink platforms to a switch. Avoid the Crazee Dayzee (it puts you to sleep with its song) and slam the switch to turn it blue.

Jump across the new blue platform to a series of yellow, moving ledges. Ride them up to a lone post.

Pound the post with Thudley. This extends a ladder down to the previous switch. Climb down the ladder and turn the switch pink.



Ascend the ladder and use the pink platform to navigate between two Crazee Dayzees.

Use the roving yellow platform above the Crazee Dayzees to reach a small ledge. Flip into 3D to spot a pipe behind the blocks.

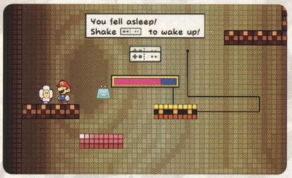
The next passage is lined with spikes. The spikes rhythmically pop up and disappear. You must cross the room and hit the switch to keep moving up the tree. Switch to Slim and go skinny. After the spikes retract, run across the passage. Stop before the spikes pop back up—they cannot hurt you when you are invisible. Keep up this sequence until you reach the switch. Turn the switch blue and then run back through the spikes with Slim.

Jump on the blue platform outside the pipe. Notice a blue switch against the tree's left wall. Bop the Crazee Dayzee guarding it, and then drop Boomer next to the switch to change it back to pink.

Now, drop another bomb next to the pink switch. Don't linger, though. You have to jump across the pink platform while the fuse is still burning. This creates a blue platform in the air above the pink one. Jump up to it.

NOTE

If one of the Crazee Dayzees ensnares you with song, shake the Wii Remote quickly to wake up.



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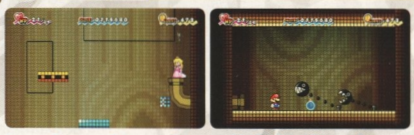
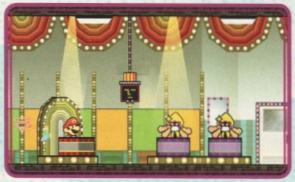


Drop into a pipe on the tree's right side and use Boomer to defeat the pair of Chomps in the side chamber. Drop a bomb within the reach of the Chomp chains and then stand back. Detonate Boomer when the Chomp is on top of the bomb. When both Chomps are down, a treasure chest appears. It contains a Peach (3) Card.

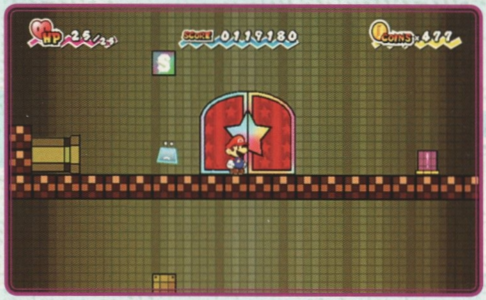


Ride the yellow platforms up to another pipe on the left side.

To keep moving up the tree, you must bop the switch on the other side of a wall of spikes. Use Slim and stand still so Mario turns invisible. Ride the sliding platform through the spike wall and then drop into the area with the switch.

Place Boomer on the blue switch and then retreat. If you hit the switch while you're still inside, a pink platform blocks you in the small area. Slide under the spike wall and then exit the side chamber.

Use Peach to glide over to the new pink platform. Switch back to Mario so you can go 3D. Jump from the pink platform in 3D to the ledge with the blue switch. Watch out for Tileoids up here. Return to 2D in order to jump on the blue switch. This switch makes a red door appear just above you, next to the pipe you used to enter the tree. This is the exit.



Drop back to the bottom of the tree and use the pipe at the bottom to rush back to the top of the tree interior. Use the Save Block to record your progress, and then walk through the red door to head outside again.

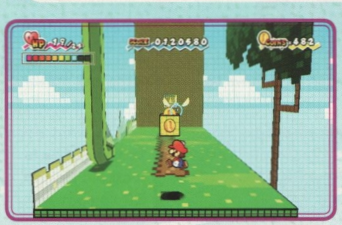
Dimentio Strikes!

Dimentio appears before you outside. The magician has watched you for long enough—it's time for him to challenge you to a fight. Dimentio raises his finger and constructs his special Dimension D for the fight. Inside this special mini-dimension, Dimentio's strength increases to 256 times its normal value. How can you defeat such a powerful magician?

Switch to Bowser. What Dimentio didn't think about is his undoing: Inside Dimension D, Bowser is 256 times as strong, too. Avoid Dimentio's magic blasts and explosive boxes and breathe fire on the magician a couple times to knock him out of the fight. After the third or fourth hit (depending on your level), Dimentio falls. He is impressed with your courage and wonders aloud if you indeed have the wherewithal to defeat Count Bleck. Dimentio then vanishes.

Jump up to the top of the tree, looking out for Lakitus that drop Spinys on the ledges.

There is indeed a red wind atop Dotwood Tree. Jump on one of the crimson gusts and ride it to a pipe in the distance.



After dropping through the pipe, switch to 3D to reveal a Coin Block behind the pipe. Bounce under it to deplete its coins and then flip back into 2D. Run to the right and jump into the Star Block to end the sub-chapter.

3-4: The Battle of Fort Francis

Fort Francis

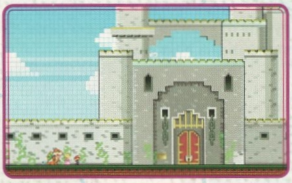
It is now time to storm Fort Francis and rescue Tippi from the nerd to end all nerds. The road ahead is treacherous and trying. You must contend with cat robots. Wait, cat robots? What kind of goofball is this Francis? Oh, the kind of goofball who buys action figures and then never opens them up. Nevermind. Let's just get going.

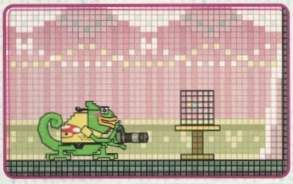
TIP

Do you still have that Stop Watch you found in Chapter 2? If so, the boss battle at the end of this chapter is much easier.

ZOMG, Francis Is teh Dork! LOL!!1!

Your first look at Fort Francis is impressive. Bowser scoffs at the castle, but that's just jealousy rearing its ugly head. Meanwhile, inside the fortress, Francis is subjecting poor Tippi to another photo shoot. This chameleon cannot leave the Pixl alone—he wants to share pictures of her with all of his butterfly-loving friends on his



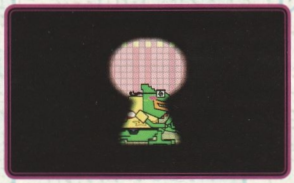


favorite message board. You have to get in there and restore Tippi's dignity.

The front door to the castle is locked. Flip into 3D to spot a hidden pipe in the corner. Drop down into the pipe to find a basic block and switch puzzle. Thoreau can take care of this one in his sleep. Throw the block at the switch, and a chest with the Fort Francis Key appears.

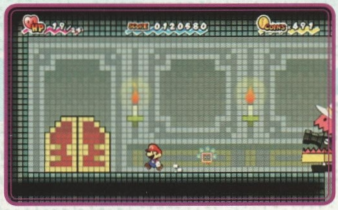
Now, return to the front door and use the Fort Key to slip inside. There is a Save Block just inside, watched over by one of Francis's Meow servants. Enter the castle proper through the next door.

Seriously, a giant cat-shaped door? Peek through the keyholes in the door to watch Francis snapping photos of Tippi for his Internet friends.



You need two keys to open the cat door and confront Francis. There's no time to lose. Head through the small red door to the right of the cat door and flip into 3D. Blocks against the far wall lead upstairs. Jump on the blocks in 3D to reach the upper level.

Watch out for the SurpriseMeow on this second level. The robot spits out Meowbombs. You can pick up the Meowbombs and throw them back at the SurpriseMeow with Thoreau, but you're better off just fleeing through the red door to the right.

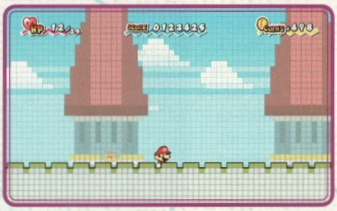


The next hall is guarded by PatrolMeows. The little kitties move in threes, so use Thoreau to pick up the straggler and throw it at the other two. After clearing out the PatrolMeows, look for dangling doors near the ceiling. You need to get the doors down to keep moving through the castle. Use Thudley to shake and rattle the hall, dropping the doors to the ground. Now you can pass through them.

After knocking down the door to the far left, step through it. (The first door leads to field of spikes you cannot pass.) Jump on the hidden ledge above the door. It blends in with the gray walls, but you can indeed stand on it. Now, switch to Peach and glide across the room to another gray ledge concealed by the like-colored wallpaper.

Flip into 3D with Mario to scale the hidden blocks. Avoid another SurpriseMeow up here to reach the next door.

Once outside, you spot a blue switch in the air. Walk to the right until you reach the balcony edge, and use Thoreau to snag an AirMeow out of the sky. Throw the AirMeow at the blue switch to draw a bridge that extends to a far tower. Cross the bridge, dealing with the additional AirMeows on patrol, and walk through the next door.

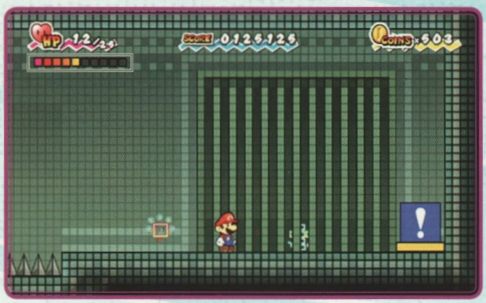


The guard inside does not attack. It simply wants to confirm that you are indeed Francis by asking a series of questions. Put your nerd hat on and answer these true-or-false questions as best as you can. (Just agree to everything—the questions are pretty loaded.) At the end of the quiz, the robot asks for the required four-digit passcode. Oops. You don't have it. (And even if you skipped ahead to read the passcode, you still need to answer incorrectly.) As punishment for trespassing, the robot guard drops you into a dungeon.

You land next to a Chomp. Use Boomer to eliminate the Chomp and then place another bomb on the red switch to the left. This raises an escape pipe. Enter it to move up a floor. Unfortunately, you cannot cross a field of spikes to the left. If you flip, though, you spot a reversible block. Jump on the block and scale the wall. A sign here has some very useful information: Francis's passcodes.

Room on the right: 2323

Room on the left: 2828



After getting the codes, drop down on the right side of the sign to a safe platform. You are on the other side of the spikes now. There is a prisoner behind bars on this ledge. You cannot use Slim to rescue the prisoner. Just step on the blue switch to raise the bars. The prisoner is another Pixl: Carrie.

Carrie is an excellent addition to the team. With this Pixl under your feet, you can cross spike fields and jump on enemies with spiked heads.

Cross back over the spikes with Carrie.

When you arrive back in the hall with the two dangling doors, enter the first one to find the spikes you could not cross previously.

Use Carrie to safely fly over the spikes. The red door on the other side leads to another robot guard. Play along with his nerd quiz and then give him the passcode for the elevator to Francis's first inner sanctum: 2323.

This grants you passage to Francis's computer room. A BigMeow is the room, keeping things clean for its master. You can poke around the room, checking out the computers or posters, but your prize is on a shelf above the monitor. Jump from the block with the Super Shroom to the invisible ledge and grab a Fort Key. This is the first of two keys needed to pass through the huge kitty-shaped portal.

Return the way you came up to the computer lab and then head for the bridge outside. Cross the bridge again and give the next robot guard the other passcode: 2323. This lets you into Francis's toy room, which is full of action figures and comic books. (Still mint, unread, and tucked in Mylar covers, of course.) Open the chest above the comic books to recover the second Fort Key.

Back at the kitty door, switch to Peach. Francis's door is armed with lasers programmed to keep dudes out while admitting the ladies (like any ladies have been in here!). Pass through the door with Peach to confront Francis and rescue poor Tippi.

Boss Battle: Francis

Max HP: 40
ATK: 1
DEF: —

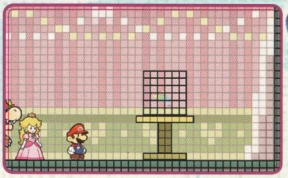
When Peach confronts Francis, the chameleon becomes quite flustered. He's never really talked to a girl before and goes into a bit of a panic. Francis decides to boot up his laptop computer and try out his new program, Swoon.exe, to see if it can help him overcome his fears and sweep Peach off her feet.

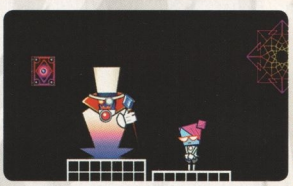
The next sequence is just weird. Francis uses the program to ask Peach a series of questions. (He's trying to woo her with a computer's help?) As Peach, answer Francis's questions with polite answers. There's no need to get snippy yet. Every time you are nice to Francis, he gets even more discombobulated. However, Francis proves that his wooing skill set is underdeveloped. Within minutes of meeting Peach, he asks her to marry him. This is when you must rebuff the chameleon. Francis freaks out, especially when Peach demands that he hand over Tippi. Francis loses his laptop and gets ready to protect his newest prized possession.

Switch to Bowser to deal with this nerd. Bowser's attacks are twice as powerful as Mario or Peach's jumping attacks, and you want to minimize your exposure to Francis as much as possible. Francis turns invisible and runs around the room, trying to get the drop on you. Look for slight warping effects in the wallpaper to see where Francis will appear and attack.

If you have the Stop Watch, use it as soon as Francis appears. If you freeze Francis when he's visible, you can quickly roast him with Bowser's flames. If you do not have the Stop Watch, keep moving back and forth across the room, looking for the warping effects and laying down fire to singe Francis when he pops into view.

After you defeat Francis, Tippi's cage rises from the floor. The Pixl is so happy to see Mario that she releases a Pure Heart. The Pure Heart was hidden inside of her all this time, just waiting for an act of bravery to let it out. Now, with the fourth Pure Heart in hand, you can return to Flipside and seek out the next Heart Pillar.





Mario's victories still do not faze Count Bleck. But as Nastasia talks to Bleck, you learn that the wicked count may have a weakness.

Unfortunately for Count Bleck, the weak spot in his armor is overheard by somebody else, too: Dimentio. The minion's loyalty is already in question—what will he do with this new nugget of information?

CHAPTER 4

4-1: Outer Space

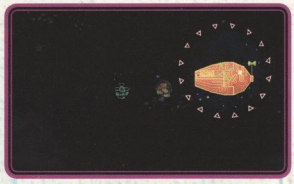
Outer Reaches

Now that Mario and the heroes have a space helmet, they can explore the cosmos with the Pixls. They don't get very far through the star-filled heavens before intercepting an SOS message that connects them to a little alien named Squirps. Mouthy, but eager to help out, Squirps leads the heroes on a wild trip through outer space.

Meet Squirps

When you arrive in space the second time, having a helmet lets you breathe safely. Now you can fly around the cosmos and look for the Pure Heart. However, before long, you see an SOS signal drift across the stars. Somebody nearby is in trouble. Follow the signal down to its source, a dark blot against the otherwise starry sky.

Use Tippi to flush out the source of the SOS call. A spaceship is hidden from view. Tippi disables the cloaking device, revealing the cruiser of a young starship captain named Squirps. Squirps volunteers to help you on your mission, allowing you to hitch a ride with him through deep space. When you grab Squirps, hold ⊖ to power up the two of you and then rocket into action. The combined power of the heroes and Squirps rips a warp into the very fabric of space, allowing you a shortcut right to the Space Byway, the ramp that leads to the Pure Heart.



Hold on, this isn't the Space Byway and you're nowhere near the Pure Heart. The sky is filling up with aliens? What happened? No time to sweat the small stuff; you must blast the incoming Jelliens. After defeating the first wave of Jellien, you must fly through an asteroid field. Flip into 3D to peek behind the larger space rocks.

Keep blasting until you reach the next warp hole. Save your progress before passing through the warp. There are Fotons on the other side and, unlike the Jelliens, these suckers can fire back.

There are two warp holes on the other side of the Fotons. You can go through either warp because they lead to roughly the same place.

TIP

There is no risk of misfiring or overheating Squirps's space cannon, so fire at will and as often as you like.

When you enter the next section of outer space, shoot the nearby Fotons as they advance on your position. After the Fotons are down, turn left and start pressing deeper into the darkening cosmos. Warpids come into range. These beings can flip in and out of 2D, so time your shots for the second they pop into your current plane.

Check behind the large asteroids for goodies, such as a Catch Card SP or a Foton Card.

After heading through the warp on the screen's left side, you appear in the final section of outer space before touching down on a nearby planet. Fly to the right, blazing through Fotons. You'll spot a tiny warp in the background, plus a little planet with a pipe. The warp for this planet is tucked behind the asteroid to the right of the tiny warp hole.

Fly over to the pipe and drop into it for passage to a secret coin-filled chamber. Flip into 3D to reveal all of the coins in the room. After sweeping up the coin hoard, head back to the tiny warp hole and return to the foreground of outer space. Now, finish off this sub-chapter by flying into the Save Block.

4-2: A Paper Emergency

Planet Blobule

After zooming across the cosmos, Mario and Squirps land on Planet Blobule, an alien-infested world. Squirps swears the entrance to the Space Byway is on this planet somewhere. Tippi starts losing her patience with the runt, especially when Squirps halts the entire mission so he can find a bathroom.

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Gotta Go!

Just as Squirps tells you where to find the Space Byway, he's hit with a sudden urge to evacuate. If he doesn't find a bathroom right that second, he might explode. The little alien scurries off to find an outhouse, leaving you to explore Blobule all by yourself. Thanks, Squirps. When you do catch up with Squirps on the next screen, he's standing outside the bathroom. Somebody is already in there and isn't coming out. Apparently, the outhouse is out of paper and the current occupant is quite willing to wait until somebody can fetch a roll.

Leave Squirps to his anxious little dance and start exploring the planet surface. Head right and jump up the ledges to the top of a rock outcropping. Notice that gravity has a weaker hold on this planet than on the Mushroom Kingdom. Mario can jump extremely high. Use this unexpected benefit to scale high walls and mountains.

Watch out for Longators and Longadiles on the surface. These stretchy aliens take a couple of bounces to defeat, but they can extend their necks to poke you as you come down from the first jump.

The ? Blocks above the first white Longator you spot contain a Mushroom.

You pass a locked door as you move to the right. Remember where this door is (to the right of the outhouse) because you must come back here at the end of the surface exploration.

As you keep moving to the right, use 3D to spot extra treasure, such as a line of coins that stretches behind a tall rock spire. There is a Longator on the other side of the coins, so be careful around its stretchy neck. The walls are too high in this area to jump, so switch to 3D to see ledges carved into the surface.

Another Longator lurks at the top of the ledges. Either attack it, or flip back into 2D and make it vanish. At the top of these rocks is a stone head staring out into space. Right above the head is a flashing

mark in the cosmos. This mark is the secret to getting off Blobule, so remember where this is, too.

TIP

Keep flipping into 3D. There is an Ultra Shroom Shake in the next alcove on the other side of the stone face.

The door to the next section of Blobule is blocked by bricks. Blast through the bricks with Boomer and then step through the red door. In the next area, save your progress with the Save Block and then start moving to the right, jumping up the side of a cliff.

There is no way to go any higher on the rocks. Flip into 3D. Use Slim to slip through a narrow hole in the rocks. When you reach the other side, flip back to 2D and drop into the canyon between the two tall rocks. There is a Boing-Oing down here. Jump into the ? Block and claim a Speed Flower. With this bloom, you tear across the planet at triple speed, earning triple points and coins.

Jump into a blue switch on the cliff face to the right of the Boing-Oing to create a useful ledge over the canyon.

Use 3D to see your way up the right side of the rocks. At the top, flip back and then hop from the nearby pipe to a green door. These green doors lead to alien homes. Inside this pleasant abode, an alien professes no knowledge of the Space Byway, so just move on.

Another Boing-Oing is in the canyon between the next two rocks, just below the green door. Don't drop into the canyon. Instead, flip back to 3D to spot a narrow bridge over the gap. Carefully cross the bridge, remaining in 3D. If you flip back while on the bridge, you fall on the Boing-Oing.

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Pill Pals await inside the ? Block on the far side of the narrow bridge.

Note a pipe on the blocks above the rocks next to the narrow bridge. Jump into the pipe to land in a bonus area full of coins. Stay in 3D while collecting the coins to spot extra treasure.

Slip through the hole in the rocks (visible only in 3D) to find another waiting Boing-Oing in a canyon. Escape the canyon via the bricks against the walls and look for a red door on the rightmost ledge. This leads off to the next area and pushes you closer to the solution for Squirps's urgent needs.

After dropping out of the pipe, head right. Notice a red door below a pair of blocks. A set of Choppas patrol the ledge with the red door, so slip inside before they zero in on you. Several Hooligons inhabit the area. To defeat these wormy creatures, you must bounce on their heads. Jumping on their segmented bodies just eliminates individual pieces without doing any actual damage.

Find a Speed Flower in the ? Blocks on the right side of the Hooligons. Use the Speed Flower to earn extra points and coins when defeating the creatures. A green door above the ? Blocks contains an alien who doesn't have any helpful information for your hunt. Return to the red door behind you and head back the way you came.

There is a Mega Star in the third ? Block next to the other side of the red door. When you grab the Mega Star, you turn into Mega Mario (or Mega Peach or Mega Bowser). Use this hulking power to run across the alien landscape, smashing Beepboxers and Fuzzies. Don't stop! Make the most of every second of this form.

After shrinking back to normal size, keep pushing through the remainder of the brick-filled field. Beepboxers are still a threat. Their sound waves knock you back a few steps and steal precious HP. When you see a Beepboxers' eyes go googly, back off. After either escaping from or defeating the Beepboxers, exit through a red door to the right.

More Beepboxers! Jump on these musical menaces as you push to the right. If you flip into 3D, you can avoid some of the Beepboxers (others are hiding in that perpendicular dimension), and also spot a bar of Space Food behind a tall pipe. Pick up the edible treasure before flipping back into 2D and jumping up the pipe to reach a green door on the ledge high above you.

Ancient Clue

The green door leads to an alien living room. An elderly alien sits on a chair, just waiting for visitors. Chat up the old fellow and he tells you about a special treasure called the Ancient Clue he found not too long ago. He's willing to sell the treasure to you, but the old man is no fool. He originally wants a boatload of coins. Refuse his price and he lowers it to 1,000 coins. Keep haggling and you can bring the alien down to a mere 10 coins. After the price is agreed upon, the alien hands over the parchment containing the secret of the planet. The stone faces are your way off Blobule. Great. Now what are you going to do with an old piece of…paper.

Rush back to the outhouse. Knock on the door and offer the occupant your Ancient Clue. The being in the outhouse happily accepts the paper and wraps up business. The door swings open and a Pixl exits. While you meet this new partner, Squirps ducks inside the outhouse for some much-needed relief.

The Pixl is Fleep, a powerful pal with the ability to "flip" frames of space and reveal hidden secrets. Perhaps Fleep can illuminate the purpose of that strange mark above the stone faces?

TIP

Don't forget, you can earn awesome bonus points by targeting every single enemy and moving the Wii Remote to perform acrobatics. These extra points really add up, too. The quicker you level up your heroes, the stronger your attacks. The extra HP you earn every other level also keeps you in the game longer.

With Squirps now back in tow, head to the stone faces to the right of the outhouse. Position Fleep over the strange marking in the sky and press ① to flip. This reveals the key that opens the nearby locked door. The locked door leads into an alien forest crawling with Fuzzies. Jump on the Fuzzies as you move to the right and discover the Star Block that ends your stay on planet Blobule.

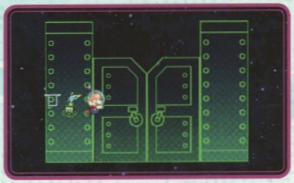
4-3: The Gates of Space

Outer Limits

After leaving planet Blobule, Squirps and Mario return to the cosmos in search of the Space Byway. Squirps promises the heroes that the Space Byway leads right to the Whoa Zone, the resting place of the Pure Heart they seek. Tippi's patience has been severely tested by this point, and she starts making assumptions about the little alien's motives. Are Tippi's instincts correct? Does Squirps harbor some hidden client?

Space Gates

Grab hold of Squirps and fly through the heavens, blasting bricks with his lasers. Destroy all of the bricks to reveal a hidden Shooting Star power-up. Beyond the bricks, navigate a series of spinning columns. If you're hit by a column, you lose two HP.



Notice a red X on the other side of the rotating columns. Call in Fleep, position the Pixl over the red X, and press ① to flip with Fleep. This unveils the first gate of the Space Byway. Squeeze Squirps in the little Squirps-shaped hole on the left side of the gate. This activates the Space Byway. You can now enter and zoom off into the cosmos.

Another red X is just beyond the exit of the first segment of Space Byway. You can use Fleep on the red X if you like and reveal the gates, but don't squeeze Squirps into one of the two holes that flank the gates. If you fit Squirps in the hole, you lose use of his lasers while you go off in search of the means for filling both Squirps-shaped holes.

Use the Save Block to the right of the nearby warp hole, then the dive into the warp hole to explore the Outer Limits.

Chocolate

Blast the Eeligons on other side of the warp with Squirps before exploring this giant expanse of space. This area stretches vertically and horizontally and contains many warp holes. Head for the warp hole in the upper-right corner. You must fly around a few rotating columns. The warp hole you want is blue and protected by a L-shaped series of blocks.

Fly down from the warp hole, weaving around the spinning column and shooting Fotons that try to intercept you and Squirps. If the trip to the convenience store broke the bank, look for a warp hole surrounded by four single blocks. Slip into this warp hole to access a secret area full of coins. After collecting the coins, leave via the warp hole. Back at the large area, fly left and dart through the warp hole that leads back to the waiting space gate with the two Squirps-shaped holes.

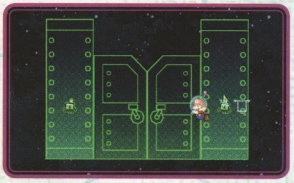
There is a convenience store in this side area of the cosmos. Fly through the field of bricks, blasting any that get in your way. Inside the store, you can purchase three different kinds of space candy. If you are short on coins, check out a Coin Block next to the store sign.

Convenience Store

Item	Price
Sweet Choco-Bar	10
Shroom Choco-Bar	50
Golden Choco-Bar	100

You must at least buy the Sweet Choco-bar, but feel free to buy the other goodies, too. These tasty treats heal HP and cure poison—and remember, this is the only place in all of the dimensions to buy these candies. After buying candy, return to the previous section of space.

Fit Squirps into one of the holes. You need two Squirps to open the gate and access the Space Byway, so you must somehow find a way to duplicate the little alien. Squirps mentions that he is super-hungry and could really go for a sugar rush. Break out the candy and feed it to Squirps. The alien goes cuckoo for cocoa and splits into two. The second Squirps fits in the empty hole, completing the space gate.



When you emerge from the space gate, you are right in front of a Star Block. However, two Warpids block your path. Blast the Warpids and hit the Star Block to follow Squirps into the Whoa Zone.

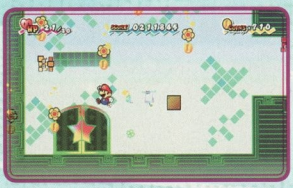
4-4 The Mysterious Mr. L

The Whoa Zone

Welcome to the Whoa Zone, an odd dimension where gravity is a fluid construct. These strange rooms, linked by doors that defy explanation, are all that stand between the heroes and the fifth Pure Heart. If they can somehow negotiate this bizarre maze, they can strike fear into Count Bleck, as they will need only three more Pure Hearts to stop the ever-growing Void.

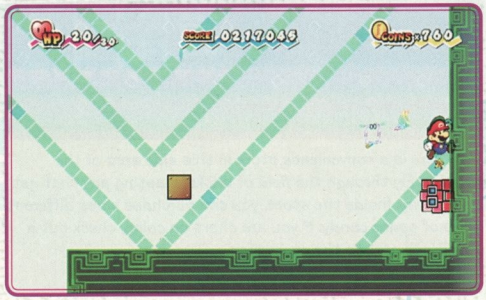
Upside-Down

After saving at the Save Block, walk through the nearby door to start exploring the weird Whoa Zone. On the other side, colorful Tileoids zoom along the walls, looking to trip up intruders and interlopers. Bounce on the Tileoids (or use Bowser's fire) to eliminate them and move on to the right.



There is a Happy Flower in the lone ? Block. After wiping out the Tileoids, grab the flower and trigger the coin shower.

Notice another door to the right of the Happy Flower, but don't enter it just yet. It leads to a locked door and you have no keys. Instead, jump on the ledge above the visible door and flip into 3D. This reveals a new door. Pass through it to hunt down a key.



Pick up the Slow Flower inside the ? Block in the next chamber, and then attack both the Tileoid R streaming down the wall near you and the Pigarithm to the left. You must bounce on the Pigarithm three times to defeat it. Normally, Pigarithms pay off in several coins, but under the spell of the Slow Flower, this piggy bank pays out in triplicate.

After eliminating the Pigarithm for profit, use Peach to glide over the pit and discover the next door to the left.

The next room is dominated by a Barribad. Barribads protect their cores with force fields and fire energy rings at incoming enemies. You must defeat the Barribad to get at the treasure chest to its left. The solution is Slim. The Barribad cannot shoot what it cannot see, so go skinny and slip inside the fiend's force field. Jump on the core to defeat the Barribad. The treasure chest contains a key.

Now, return to the room with the door that's only visible in 3D on the upper ledge. Slip through the easily visible lower door and jump on a series of Pigarithms to earn a bunch of coins. Flip into 3D to spot some steps against the far wall of the chamber. Climb the steps in 3D.

More Pigarithms are up here, including an oinker that patrols the ceiling. Use the key on the locked door. This leads not to another room, but to the door on the ceiling above you. Now, you can walk along the ceiling, but thanks to the strangeness of the Whoa Zone, you don't fall to the floor. Run to the right and exit through the next door on the ceiling.

Left-Side Up

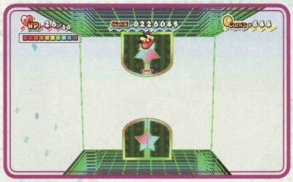
This just keeps getting weirder. Now you can walk up walls. Run along the left wall, jumping on the Tileoids. When you reach a gap that Mario cannot cross, switch to Peach and glide to the opposite landing. There is a door just on the other side.

You enter a room that looks normal. The door is on the floor. Steps lead down to the right. Everything seems fine, right? Wrong. Flip into 3D. Drop down the empty spot to the left of the stairs.

Hit the switch in the middle of the room, and you're flipped upside-down. You're back to walking on the ceiling. Walk up the stairs to the right and pass through a door on the ceiling, which is now your floor. Whatever. Just keep moving.

Use the switch to put your feet back on the ground. Jump through the gap between the stairs and the wall. Exit through the door above you and return to the room where you ran up the left wall. Run back down the left wall and dive down to a door along the ground—Peach soared over this door earlier.

You're still on the ceiling in the next room. Glide over the gaps in the ceiling with Peach.



When you reach the room's edge, flip into 3D to spot a pair of doors. Use the one on the top.

This door flips you over to the right wall in a different corridor. Walk down to the lower door and enter a new room. You are back on the floor in this chamber. The key you have fits the locked door to the right.

Run along the top of this small room to find another key in a treasure chest. Now, backtrack to the room with the gap next to the stairs and the strange gravity switch that dropped you on the ceiling.

TIP

Flip into 3D before heading through the locked door. Slip into the pipe behind the wall to discover a room full of coins and a Coin Block.

Walk to the right and use the switch to jump up to the ceiling. Another switch to the right lowers you back to the floor.

Use Tippi to coax the hidden door out of the background.

Beyond the door is a giant chamber full of Hooligons. Run to the right, bouncing on the Hooligons' heads to eliminate them. A switch in the corner tosses you over to the left wall. Now run up the left wall. Watch out for Hooligons as you ascend the wall, looking for another switch.

Even though there is a door right next to the switch, ignore the door and hit the switch twice so you fly over to the right wall. Run down the right wall and slip through the next door.

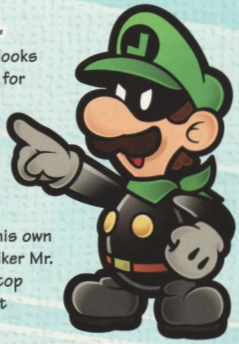
There is a treasure chest on the ceiling, but you need to somehow get turned upside-down so you can open it. Run down the left wall and enter the door at the bottom. This leads to the door on the floor. There are three ? Blocks in the air. The first and third blocks contain Super Shrooms. The middle block hosts a Zombie Shroom.

The door to the right of the blocks sends you to the door in the ceiling. Now you can walk to the left and open up the chest, recovering a key. Return to the huge chamber and use the switches in the corners to fall back up on the ceiling. Use the door you skipped previously.

Use the switch in the center of the room to drop back to the floor. Save your progress and then unlock the door.

Boss Battle: Mr. L

Max HP:	40
ATK:	3
DEF:	—



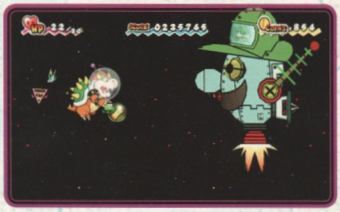
The next room looks empty, but not for long. Luigi confronts the heroes, but he's dressed in some weird get-up complete with a face mask and black overalls. Luigi seems to have forgotten his own name, too. He goes by the moniker Mr. L and apparently he's here to stop you from getting the Pure Heart hidden in this dimension.

Switch to Bowser and take care of Mr. L in a hurry. Maybe a few fire blasts will jog Luigi's memory and snap him out of Nastasia's spell? Mr. L uses his super-jumps to get the drop on you, so keep moving left and right when Luigi goes airborne. When Mr. L drops back to the floor, sear him with a fire blast. Watch for Mr. L to hoist a Shroom Shake into the air. This means he's about to regain health, so either jump on him or hit him with fire.

Mr. L doesn't take defeat very well. Instead of retreating, the henchman calls forth a huge robot called Brobot. Can you withstand the latest advancements in brobotics?

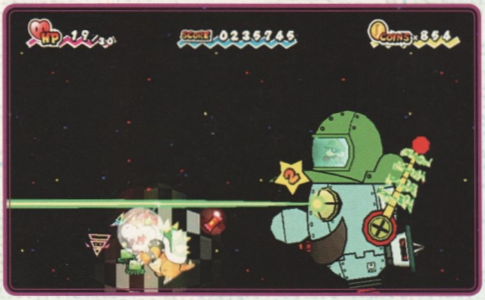
Boss Battle: Brobot

Max HP:	255
ATK:	4
DEF:	3



Mr. L takes this fight back to the stars. Brobot is a rocket-powered vessel, capable of launching lasers and missiles from its giant face. You must attack the Brobot with Squirps's cannon, because back in space, Bowser cannot breathe fire through the space helmet. (You may want to switch to a smaller hero for this battle, making it harder for Mr. L to hit you with the Brobot's lasers.)

This battle plays out like a classic shooter. You must collect power-ups to increase your firepower and speed. Red candies increase your laser strength. Purple power-ups give you a Squirps clone that adds additional firepower. Blue power-ups craft a temporary shield around the heroes. Yellow power-ups speed your movement. Finally, green power-ups give you a special missile attack. Pick up as many power-ups as possible during this fight. If you aggressively collect the treats, you will eventually overpower the Brobot.

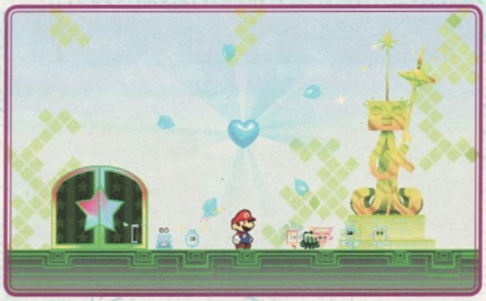


The Brobot has a few attack options. It shoots lasers from its eyes and missiles from its moustache. The most damaging attack is the suction breath that draws you into the Brobot's mouth. The metal monster chews you up and spits you out. If the Brobot opens its maw to initiate this attack, keep your distance. Allow power-ups to float by if they are too close to the Brobot's suction.

TIP

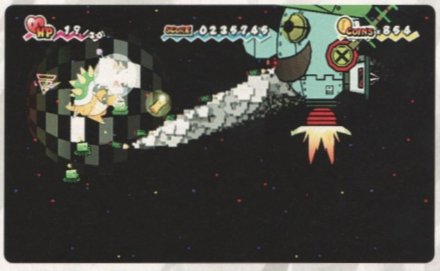
Never stop firing during this battle. You never know when the Brobot will move into range and you'll pull off a lucky shot.

After you lay into the Brobot for a couple minutes, hammering it with repeat laser fire, the machine fails. Mr. L crashes back to the Whoa Zone and flees, returning to Count Bleck's castle to lick his wounds and likely rebuild the Brobot. (He did seem rather fond of it.)



Squirps finally leads you to the Pure Heart. It's with a statue of his mother, the queen of the dimension. This means Squirps is really a prince. He even has a proper princely name: Squirp Korogaline Squirpina. It's a mouthful, but fitting for this very brave little alien. Pleased to be reunited with his mother, Squirps hands over the Pure Heart and lies down to rest at the foot of the statue. It's a touching moment (seriously), but you cannot linger. You must get back to Flipside and find the Heart Pillar that accepts this new Pure Heart.

Author Flippery



The space battle with Brobot is another highlight of the game. The scene takes cues from the classic side-scrolling shooter franchises Gradius and R-Type, not entirely unlike how the Bitlands were a nod to the 8-bit adventures of Mario and Luigi. Just like those old shooters, the best strategy is to power-up your craft as soon as possible. Take reasonable risks to grab the bonuses, especially the laser power-ups and the shields, but don't wildly fly in Brobot's face. You need to save your health. If you falter in this space battle, you'll lose all of your power-ups and have to start at the previous checkpoint...exactly like those fantastic old shooters.

CHAPTER 5

5-1: Downtown of Crag

Downtown of Crag

The next dimension is the home of the Cragnons, a species of Stone Age earthen people. The Cragnons are seeking a good time, but there has been no cause for celebration lately. They are under attack from the Floro Sapiens. Can Mario and the heroes save these people from the Floro Sapiens while seeking out the Pure Heart? Could the Floro Sapiens somehow be connected to the Pure Heart?

Floro Attack

When the chapter begins, Mario comes crashing down between two Cragnons who are imploring the heavens to send a hero to deliver them from the Floro Sapiens. These vicious vegetables have been kidnapping poor Cragnons lately, taking them into the Floro Sapien underground and sentencing them to labor. The two Cragnons that receive Mario take him to see the great chief of the Cragnons. After the chief begs for your assistance, you set off to see what you can do to save the day and find the next Pure Heart.

When you leave the chief's house, two Floro Sapiens spot you. The flowers go on the rampage, hurling their heads at you like shuriken. Jump on their heads to dish out a little damage and then bounce on their stems to finish the Floro Sapiens.

After defeating the first two Floro Sapiens, you spy a horde of petal-pushers making off with more unlucky Cragnons.

Race across downtown Crag, giving pursuit to the Floro Sapiens. None of the homes or shops in the town are open right now—the Cragnons are too scared to unlock their houses. A red door across town lets you chase the Floro Sapiens.

Downtown Reopens

After you chase the Floro Sapiens out of town and reach the first block puzzle in the wilderness, you can return to town. All of the doors are open again, including Howzit's shop. Go see the shopkeeper to spend those hard-earned coins on useful gear, such as a Super Shroom Shake or Sleepy Sheep.

Item	Price	Item	Price
Fire Burst	15	Life Shroom	75
Ice Storm	25	Sleepy Sheep	30
POW Block	80	Courage Shell	8
Shroom Shake	25	Mystery Box	3
Super Shroom Shake	100	Primordial Fruit	22

After you find the Pixl Dottie in 5-4, return to downtown to check out Itty Bits, a food shop next to the stage. Shrink down with Dottie to pass through the tiny door and buy some goods.

Item	Price
Keel Mango	20
Mild Cocoa Bean	20

When you retrieve the Pixl Dottie, return to this red door and flip into 3D. There is a tiny hole in the rock face. Slip through the hole and follow the system of pipes through a treasure room (flip into 3D to see an extra hoard of coins) and back out to a narrow ledge. There is a Whacka on the ledge. Bounce on it and then check to the left (in 3D) for a treasure chest. It contains Cooking Disk G.

The Floro Sapiens remain a few steps ahead of you on the other side of the door. Before rushing after them, check to the right for a special card. Dodge the Back Cursya and watch out for Moon Clefts. Hop on top of the second pipe and then drop into an underground room. There are two Shlorps in here. After besting them with Boomer, a chest is revealed. It contains the Bowser (2) Card.

Now, chase the Floro Sapiens. Rush to the left, blasting the Moon Clefts with Boomer or avoiding them in 3D. Putrid Piranhas pop out of pipes, puffing poisonous fumes. If you are struck by the gas cloud, you becomes poisoned. You must then use a healing item with antidote to stop the HP drain.

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The lone ? Block at the base of a steep mountain contains a Happy Flower. Bop the block to unleash the rains. Collect as many of the coins as possible before the last one flutters to the ground. After scooping up spare change, scale the mountain.

Drop into the canyon to the left of the mountaintop. At the bottom of the canyon, flip into 3D to reveal a secret passage. Step into the passage and open the treasure chest to earn a Moon Cleft Card. This certainly helps you defeat all of those pesky Moon Clefts that populate this dimension.

Scale the mountain again and switch to Peach. Glide over the canyon with the Moon Cleft Card.

Blockheads

Drop to the next canyon. If you hit the three blocks on the floor down here in the right order, a pipe rises from the canyon floor. A Cragnon back in town tells you the proper order: Left, right, middle. Hit the blocks and summon the pipe. It's important to note at this point that every door back in town is now open, including Howzit's shop.

The Floro Sapiens are getting away, but several woolly Muths stand in your path. Switch to Bowser to take care of these creatures. (You could skip them by in 3D, but why bypass all of the possible points?) Bowser's flames make these Muths extinct.

Another block puzzle lies on the far side of the Muths. Again, you could return to the village to learn the order in which you must hit the blocks and also stop into Howzit's shop. But if you're ready to keep bearing down on those thorny Floro Sapiens, hit the blocks in this exact order:

Middle, right, left
Left, right, middle
Right, left, right
Right, middle, right
Right, left, middle
Middle, left, left
Left, right, left
Left, left, middle
Middle

This lengthy input raises another pipe from the ground. Slip down the pipe to appear in the background. Run to the right. You can dart behind the giant rock wall that stopped you in the foreground.

Drop down the pipe on the other side of the wall. You reappear back in the foreground—and directly in front of the Star Block. Hop up the stone stairs to hit the Star Block and move on to the next sub-chapter.

5-2: Pixls, Tablets, and Crag

Gap of Crag

The Floro Sapiens give the heroes the slip, despite their dogged pursuit. Mario and his companions cannot afford to slow down, though, as the Cragnons desperately need their help. However, to follow the Floro Sapiens into their kingdom, the heroes must seek the help of a new Pixl with the power to smash, trash, and crash.

Tablets

Oh, no! The Floro Sapiens are getting away. You must pick up the pace and chase these villains down to save the poor Cragnons. Unfortunately, the Floro Sapiens are about to seal the door to their underground kingdom, leaving you to discover the means for breaking the blockade.

Keep moving right, encountering Pokeys and Putrid Piranhas. Bowser and Carrie are a great team for dispatching these enemies. Press down while jumping on Carrie to blast the Putrid Piranha with flames. Just watch out for those poison clouds.

TIP

A Primordial Fruit lies hidden behind the last pipe before the water.

After crossing the water, you spy the Floro Sapiens closing in on the pipe that leads to their kingdom. After jumping into the pipe with their prey, the Floro Sapiens move a giant block over the pipe. You do not have the means of moving the block yet, so you must seek the help of a Pixl that can smash through anything: Cudge.

Cudge is hidden high above this area, though. The Pixl can be freed only by finding three elemental tablets: Rock, Water, and Fire. When these three tablets are positioned in this sky-high perch, Cudge will be freed. It's time to seek out those tablets.

The Water Tablet is actually quite close by. Return to the previous area. Jump into the water and let yourself sink. Watch out for the Cheep Cheeps as you descend.

The treasure chest at the bottom of the well contains the Water Tablet. After getting the treasure, flip into 3D. Empty the coins out of the two ? Blocks here and then use them as a boost for jumping back into the water above you. Swim back up, passing the Cheep Cheeps again, and return to the next area via the red door.

Switch to Bowser. His flames make short work of the Clubbas that slumber in this section of the Gap of Crag. Take out the Putrid Piranha to the left and then zero in on the sleeping Clubba next to the four blocks. Blaze the Clubba and burn away the four blocks. This raises a series of stones that grant access to a red door in the air.

More Pokeys are beyond the door. Blast them with Bowser and then continue to the right. Flip into 3D as you approach a pair of red Rawbuses. There are several ? Blocks just beyond the monsters, visible only in 3D. After defeating the Rawbuses by flipping back to 2D behind them, empty out the ? Blocks. There are Slow Flowers and

Speed Flowers among the blocks. Depending on which speed you feel most comfortable with—slow or fast—free the Happy Flower in the ? Block close to the end of the area.

The Speed Block turns up the juice, giving you an extra burst for scooping up the falling coins.

In 3D, look for a ramp off to the right of the ? Blocks. Drop down the left side of the ramp and check out the level just below. When you flip back into 2D, the ramp looks like a giant stone. Walk to the right until you reach a stone altar. Between the megaliths is a charcoal flame.

Switch to Bowser and breathe fire on this icon. The charcoal catches fire and burns away. All that remains now is the Fire Tablet. Pick up the tablet and follow the ramps (in 3D) back up to the level above you and return to the previous section of the Gap.

Walk to the right, watching out for another Putrid Piranha in a pipe. Notice a tall stone tower above the Putrid Piranha. You can scale the tower via a network of small blocks. When you reach the fifth block, switch to Peach.

Glide Peach over to a pipe on a ledge to the left. Drop into the pipe to warp into the background. Walk to right, ducking behind the stone tower, and pick up an Ultra Shroom Shake. Now, return to the foreground and continue moving to the right.

More Clubbas lounge in the shade of the pipes to the right.

Pass the red door to the right and use Mario to flip into 3D. A Mighty Tonic is in front of a pipe to the right of the sign that illustrates the solution to the Fire Tablet puzzle. There is also a nearby Save Block.

After passing through the red door and crossing a gap in the ground via a yellow platform, you're stopped again by an old friend: O'Chunks. O'Chunks demands a rematch with the hero who defeated him before, and you're going to give it to him. However, Dimentio appears and decides that O'Chunks could use a little help. The magician calls forth Dimension D again, powering up O'Chunks.

Even with increased strength, O'Chunks is still a predictable foe. He relies on old tricks, such as jumping high in the air and body-slamming any hero caught beneath him. You have several ways of defeating O'Chunks this time, though. You can switch to Bowser and hit the brute with fire blasts after he slams into the ground. You can use Thoreau to hoist O'Chunks into the air and heave him across the screen, bopping him on the noggin while he's dazed. Or you can drop Boomer in his path and detonate the bomb just as O'Chunks runs over it.

O'Chunks can barely stomach defeat again. He requests that you finish him off, but Dimentio whisks the bruiser away before he does anything too rash.

Keep moving to the right, keeping both eyes open for Stone Buzzies hiding in the tall grass. Jump on these enemies three times to break their shells.

When you reach a stone standing alone, flip into 3D. The statue looks like Yoshi. Walk around the statue once. When you complete a full lap, the Stone Tablet appears on the nose. Jump up and grab. You now have all three tablets, so you can pry loose Cudge and open the pipe to the Floro Sapien kingdom.

Catching Cudge

Return to the stone tower and scamper to the top. Use Tippi to spy a hidden brick at the tower's apex. Bump the bottom of the brick to extend a ladder into the clouds.

Place the tablets into the altars at the top of the ladder in this order, from left to right: Stone, Water, Fire.

After you fix the tablets in the holes, Cudge appears, freed of his bonds. The hammer-shaped Pixl is pleased to meet you. After a chat, the Pixl gladly joins the team. You now have a way to shatter the giant block the Floro Sapiens use to lock down their kingdom.

Drop back to the ground. Use Cudge on the giant block. One swing with the hammer smashes the block, revealing the pipe. Drop into the pipe to start your descent into the Floro Sapien kingdom.

After dropping out of the pipe, glide across the gap to the right with Peach. A treasure chest is hidden in 3D on the ledge. It contains a useful Stone Buzzy Card.

Drop from the ledge to the floor of the cave. The Star Block is down here. Jump into it to continue your quest for the Pure Heart in the next sub-chapter.

5-3: A Crag in the Dark

Floro Caverns

The Floro Sapien stronghold has been breached. Mario and the heroes descend into the caverns below the Cragnon village to rescue the victims of the Floro Sapiens' kidnapping plot. But Mario isn't the only hero down here. Cragnon TV star Flint Cragley is also mucking about, filming a program about his adventures in the Floro Sapien kingdom. Does he notice that his camera crew is missing?

Flint Cragley's Crew

When the hunt for the Cragnons begins, head right. A network of bricks stretches above the gap that leads deeper into the cave. Recover the Super Shroom from the ? Block at the end of the bricks. The extra HP will serve you well as you drop from the bricks and descend into the cavern.

What now? It's Flint Cragley, hero to the Cragnons. The television star is trying to film a new show highlighting his bravery, but his camera crew has gone missing.

You now have more people to save: Monzo and Hornfels, Flint's camera operator and sound technician. If you can recover these missing fellows, Flint Cragley will be eternally grateful. Drop into the pipe to the right of Flint and keep moving deeper into the tunnels.

There is a locked door at the bottom of the shaft directly after Flint. Return here later after fishing the key out of some pocket of the cavern. Keep heading to the right, bouncing down some pipes. Watch out for Spike Tops shuffling along the cavern floor. You cannot pick them up with Thoreau or you'll poke yourself. Either clear them with jumps, bomb them with Boomer, or smash them with Cudge. Drop into the last pipe in this tunnel.

Press to the right, smashing Buzzy Beetles and Spanias with Cudge or a well-placed jump. There are Pill Pals in the ? Blocks in the first segment of this cavern. The itty-bitty assistants help out by keeping the riff-raff at bay while you push on through the horde of enemies that stand between you and Flint's crew.

Use this Speed Flower to rocket through the cave and triple your points.

A ladder is hidden in the rightmost brick over a series of seven ? Blocks. The ladder leads up to a secret cave lined with coins. Ride the yellow platform in the cave to the right, jumping up to grab the coins as it goes. The platform doesn't stay aloft for very long, though, dropping back into the tunnel below. If you dip back down via the platform, backtrack to the ladder so you don't miss anything.

After filling your pockets with coins above, head to the right of the ladder and seek out a door in the cave wall. This door leads to a mine cart track. When you jump in the cart, you can choose whether or not to start the ride. Once you agree to go, though, there is no stopping that cart until it reaches the end of the track. However, you can jump back in the cart and return. Mine carts don't wear out—use them as often as you like.

This mine cart track splits. If you remain in 2D during the ride, you'll shoot past a hole in the wall with two large red arrows. Make sure you flip into 3D near the beginning of the ride. When you spot the fork in the track, press to the right to steer the cart into the side cavern. The cart dips and twists on this treacherous segment of track, but you're never in danger. When the mine cart stops and unceremoniously dumps you on the ground, get up and walk through the nearby door.

Putrid Piranha and Piranha Plants occupy a trio of pipes to the right of the mine cart ride door.

TIP

Piranha Plants giving you trouble? Flip into 3D and step around the pipes, avoiding them entirely.

There is a large rock against the cavern wall. Place Boomer in front of the rock to blast it into pebbles, revealing a hidden door. Slip inside the door to spot some bonus coins. You can really increase your haul, though, if you flip into 3D. The three rows of coins suddenly turn into six.

Floro Sapiens ambush you as soon as you pass into the next cave. Defeat the vegetables and then switch to Peach. Glide across the gap in the cave floor (fight more Floro Sapiens down there if you want to pick up some extra points) and touch down next to Hornfels, Flint's sound technician. Hornfels is happy to see you. After you give him directions for getting back to Flint, the sound technician leaves.

Return to the mine cart and ride it back to the main cavern.

Push deeper into the main cave, bouncing on Floro Sapiens. Bounce off their petals to disarm them. A spring vaults you over a tall wall in 2D—but if you flip, you'll see that you can also step through a hole in the wall. Call out Cudge to shatter a large block just beyond, revealing another hidden door.

The door leads to another mine cart track. Ride the cart to the end (there is no split track here) and then enter the next tunnel. Unfortunate Cragnons in the bottom of this tunnel are guarded by Floro Sapiens. Jump over to a line of blocks stretching across the gap in the floor.

Use Cudge to smash through the blocks (which are really just regular bricks when viewed through 3D) and keep moving right. Jump up to a ledge in the cave's upper-right corner. Monzo the cameraman is hiding up here, scared and alone. Tell Monzo where to find Flint and he'll run off to rejoin the Cragnon hero.

Before leaving this side cavern and hiking all the way back to Flint, flip into 3D and drop into a small passage below the blocks that lead to Monzo. There is a Spania Card in the passage.

CAUTION

Watch out when moving around Cragnons under the spell of the Floro Sapiens. If you jump on a Cragnon, you'll hurt it—and cost yourself 100 points. In a large group, such klutziness can prove quite expensive, setting you back from your next level-up opportunity.

Reunited with his crew, Flint Cragley prepares to push on into the Floro Sapien kingdom. However, he doesn't have the key for the locked door below. The so-called hero thought he trusted the key to one of the crew, but after much blame and deliberation the key "magically" appears back in his pocket. (Oh, the strange wonders of this cave!) Flint decides that because you are so eager to explore the cavern, too, he will "let you open the locked door below and have the first look." Quite gracious, that Flint.

Flint and the crew gather around the locked door. Open it with Flint's key. While the TV star lingers, you must step through and take a ride in the mine cart on the other side. The track dips and twists as you burrow deeper under the surface.

Mega Heroes

When you arrive at your stop, look out for Floro Sapiens on the move. There is a strange patch of cave wall up ahead—it's slightly discolored. When you flip into 3D, you can see that it's really a camouflaged block. Smash the block with Cudge. There is a ? Block inside. Ready to really stick it to these Floro Sapiens? Punch the block to release a Mega Star.

As Mega Mario, you absolutely trounce the last of the Floro Sapien soldiers in the final section of this cavern. Flower power means nothing to a two-story, 8-bit plumber. Stomp and tromp through the cave as fast as you can, squishing the Floro Sapiens.

When the effects of the Mega Star wear off, walk back to another discolored square along the cavern floor. It's a camouflaged block, too. Smack the block with Cudge to reveal a hidden door. The Star Block is just beyond the door. Hit the Star Block to end the sub-chapter and press ever closer to the king of the Floro Sapiens, King Croacus. Hopefully, the Pure Heart reveals itself soon—that Void grows stronger with every passing second.

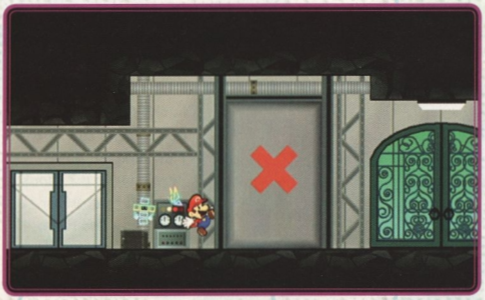
5-4: The Menace of King Croacus

Floro Caverns

At last, Mario and the heroes reach the bottom of the Floro Caverns and close in on King Croacus's throne room. Can the heroes talk sense into this crazed monarch and stop the harassment of the Cragnons? Maybe, but first they must figure out how to gain an audience with the king. Only those with Floro markings earn admission into the king's lair, and none of the heroes bear such a calling card.

Get Processed

The caverns are full of plant life, from Putrid Piranhas to Floro Sapien soldiers. Bowser is quite effective in situations such as these. Using Carrie as a mobile battle platform, Bowser can jump up and torch all that stand in his way. After eliminating the initial threat, jump across the gap in the floor and travel down a long tunnel to a white door.



This is it—the door to King Croacus's throne room. There's just one catch—a scanning system denies entry to anybody without a Floro Sprout. You must somehow find one of these sprouts to fool the machine and come before King Croacus. Back out of the room and drop into the basement of the cavern.

There are two pipes at the bottom of the cave. You do not have the means of slipping into the tiny pipe on the left. You need the Pixl Dottie to check out the other end of that pipe, but you'll find that Pixl soon. Keeping moving down the normal-sized pipe to the left.

This pipe leads to the processing center, which is just beyond the white door to the right of the Save Block. You need a key card to access the processing center, and without Dottie, you cannot fetch one. As soon as you find the Pixl, return to this room.

Drop down the hole in the floor to the left of the Save Block. A Floro Sapien down here guards a ? Block with Pill Pals. After defeating the Floro Sapien, flip into 3D to reveal another hole in the floor. Drop into the hole. There is a red button on the floor down here, but you are not heavy enough to depress it. You must find some additional ballast.

Pick up one of the Cragnons with Thoreau and toss it on the red button. Then jump up and stand on the button alongside the Cragnon. A pipe appears in the corner. It leads down into a small maze of rooms.

When you drop into the maze, use the first pipe on the left.

The pipe leads to a room with Spanias. Destroy the Spanias with Bowser's fire.

Use Fleep on the skull graffiti. This reveals a hidden key. You can now leave the maze the way you came.

TIP

If you check out the door to the left of the skull, you'll find a room with a Blomeba. Flip into 3D and pick up a POW Block behind the pipe on the room's right side.

With key in hand, climb up the ladder to the right of the red button. At the top of the ladder, walk to the right to find a locked door and a tiny door. Unlock the door and slip inside to find a terrified Cragnon that managed to escape his Floro Sapien captors.

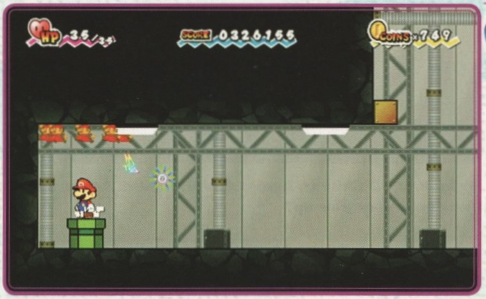
Jump over the blocks and talk to the Cragnon. The Cragnon is not alone—it's hanging out with Dottie, a Pixl. The Pixl is joyous at the sight of other Pixls and is eager to join your party. Dottie tells the Cragnon how to escape the caves before sending it on its way.

Dottie has the talent to shrink you. You can now check out all of those tiny doors in Flipside, Flopside, and elsewhere in the dimensions.

Shrink with Dottie and head through the tiny door to leave this chamber. You can now pick up the key card at the processing center, so start backtracking through the caves.

Now that you can get small, check out the tiny pipe in the floor you had to pass earlier. The chamber is full of ? Blocks.

Inside the processing center, use Dottie to sneak through a tight passage to the right of the key card terminal. Pick up the key card in this hidden room and then return to normal size. Use the key card to open the door on the left and slip inside.



Bonk the ? Block to raise a pipe in the floor. The pipe drops you down to a holding pen full of processed Cragnons. Use Thudley on the giant blue switch in the middle of the room. This raises the bars, freeing the Cragnons.

You must now jump across the blocks in the middle of the room. To the left is a treasure chest holding a Floro Cragnien Card. The escape pipe is to the right, although you will find an unpleasant surprise waiting for you on the other side.

O'Chunks departs under the cloud of defeat again, but he leaves behind the Floro Sprout. Pick it up and attach it to your own head. You can now trick King Croacus's security system.

Oh look, it's O'Chunks. Again. And Dimentio. Again. Do these guys ever give up?

Pass through the security system to enter King Croacus's inner sanctum.

Dimentio sends O'Chunks into battle against you, but he attaches a little Floro Sprout to his head before the fight begins. The accessory doesn't do O'Chunks much good against Bowser's flames, though. Sear the brute whenever he lands after a missed body slam. Use Thoreau to lift O'Chunks into the air and throw him. While he's stunned, either jump on O'Chunks or breathe more fire at him.

The hall of the flower king is lined with portraits depicting monarchs of ages long since passed. You can read the history of each king by pressing up in front of each portrait. But don't start your history lesson until you torch every Floro Sapien soldier in the hall.

Once the coast is clear, flip into 3D with Mario. There are cracks in the floor in front of each portrait, except for the red painting of King Croacus. Place Boomer in front of all four portraits (including King Croacus) to blast holes in the floor. Now drop into each hole and adjust the switch to match the color of the portrait directly above it. The colors are, from left to right: Black, white, blue, red. To change the color of the switch, jump into it, throw a Cragnon at it, or breathe Bowser's flames at it.

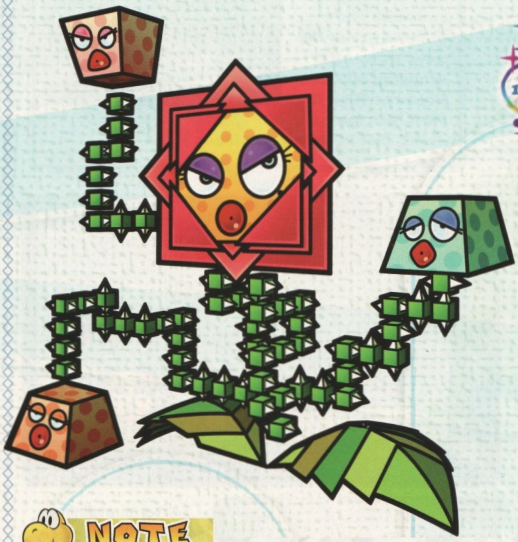
When all four switches match the portraits, the door to King Croacus throne room appears. Step through for your showdown with royalty.

What? King Croacus has a Pure Heart? Now you definitely have to be a thorn in this flower's side.

Boss Battle: King Croacus

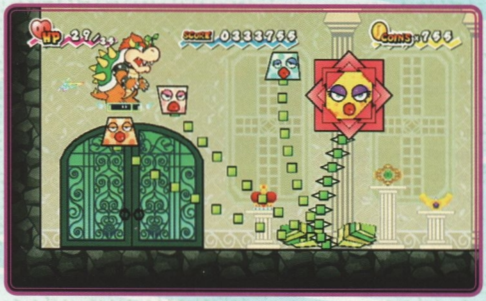
Max HP: 50
ATK: 2
DEF: —

Bowser is a solid choice for doing battle against the king of the Floro Sapiens. If you have any battle-boosting items, such as Hot Sauce, now is the time to use them. You need all the help you can get against this creeping king. King Croacus has three vines he uses to keep you at, well, vine's length from his weak spot: his bloom. You can breathe fire at the smaller flowers to bring them crashing to the floor, exposing the king's face.



NOTE

King Croacus is vulnerable only when he pests back his petals and exposes his face. Hitting his head while his petals are shut does no damage.



After dropping one of the smaller flowers, jump on it. When the flower revives, it raises you closer to King Croacus's face.

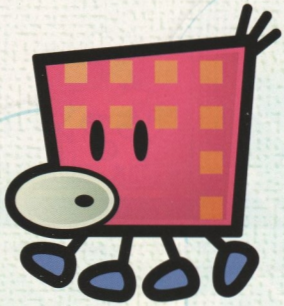
TIP

Use the Pixl Carrie so Bowser can jump and breathe fire at the same time. After dropping all three flowers with a fire blast, you have a direct shot at the king's bloom.

After sustaining considerable damage, the king's stem wilts. His bloom survives, though, and goes into a frenzy. King Croacus bounces around the throne room, spinning wildly. Look out for petal attacks that cut through the air like deadly pinwheels. The king has a limitless supply of petals, so you must stop him before he whittles down your HP with incessant attacks. Duck and dodge the attacks (the extra height afforded by Carrie is invaluable in here) and close in on the face. A few frontal blasts of fire are enough to finish off the monarch.

After King Croacus wilts, Floro Sapien guards rush to his aid. The Floro Sapiens finally tell you why they've been kidnapping the Cragnons. It turns out the Cragnons have been dumping their trash in the water supply. The garbage has poisoned many Floro Sapiens, including the king. Just then, Flint Cragley appears with his camera crew. The TV star promises to air an exposé on the hazards of dumping trash in the rivers while the king recovers.

Congratulations. Not only have you earned another Pure Heart, you solved this dimension's environmental crisis. But can you stop the Void before all is truly lost?



CHAPTER 6

6-1: Sammer Guy Showdown

King Sammer holds court in his dimensional kingdom, a 100-gate paradise for fans of ferocious fighting. The monarch oversees his legion of brawlers, ordering them to challenge newcomers to combat for his entertainment. When Mario and the heroes cross into King Sammer's dimension, they learn that the king possesses the next Pure Heart. But he's unwilling to give it up unless they prove themselves in battle. Can the heroes manage to fight through all 100 Sammer Guys and earn the king's respect?

Sammer's Kingdom

Sammer's Kingdom consists only of 100 gates that lead to the monarch's throne. From his perch, King Sammer can watch the fighting festivities. Gate after gate, Mario and the heroes must square off against sword-wielding fighters, bulbous brawlers, and fast-as-lightning little squirts. After completing each battle, Mario and the heroes dutifully head to the next gate and the next battle for King Sammer's personal delight. With both honor and a Pure Heart on the line, Mario better expect the Sammer Guys to put up their best fight.

NOTE

The first time you visit Chapter 6, your visit is cut short by a great disaster. However, if you manage to stop Count Bleck and restore order among the dimensions, you can return to this kingdom and complete the challenge. For the full details, please see the "Post-Game" section.

Sammer Guys

When you step through the Dimension Door from the Flipside Tower, you immediately see that the Void is increasing in size and strength. The swirling blackness threatens to gobble up the dimension at any moment, so you must be quick about getting the Pure Heart. King Sammer doesn't seem to understand the situation; he refuses to hand over his Pure Heart without seeing a little action. You have no choice—you must humor King Sammer and challenge his 100 guards.

Right away, you launch into a fight against the first Sammer Guy, Jade Blooper, guardian of the first gate. This Sammer Guy is a pushover. Jump on his head or use Bowser to breathe fire. After you defeat Jade Blooper, King Sammer congratulates you on your rousing victory. He likes what he sees and calls forth the other 99 Sammer Guys. With the collection of fighters crowding the stage, King Sammer declares a new tournament—and you're the star attraction.

The best combo for this tournament is Bowser with the Pixl Carrie. Bowser's flames keep the fighters at bay and Carrie lets you snort fire while jumping.

After each fight, you must walk off the gate and pass through a door to the right.

NOTE

You cannot save between fights. If you get in trouble, use the Return Pipe to warp back to Flipside. However, you must start over at the first gate when you return to Sammer's Kingdom.

Sammer's Guards 1–20

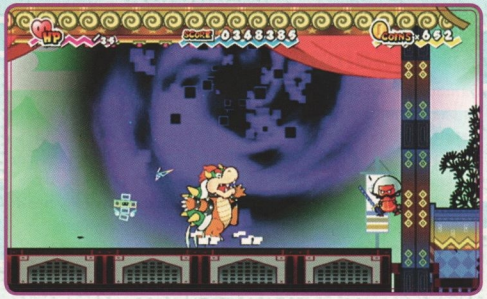
Gate	Guard
1	Jade Blooper
2	Hill with Eyes
3	Puffing Fist
4	Squatting Birdo
5	Leeping Cheep
6	Master Wiggler
7	Shoe of Kuribo
8	Guy Who Fry
9	Screaming Mantis
10	Koopa in Winter
11	Footsteps of Coins
12	Urchin Lung
13	Crow Who Eats
14	Swollen Tongue
15	Slipping Grip
16	Clammy Hand
17	Forbidden Slap
18	Hairy Arantula in the Grass
19	Another Castle
20	Rolling Thwomp

Gate 3: Puffing Fist

Gate 10: Koopa in Winter

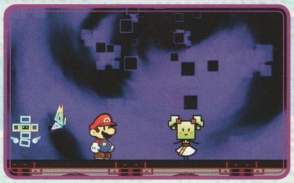
Many Sammer Guys will recoil from Bowser's flames, staying just out of reach. However, not all of them move fast enough to do so. Lay on the fire as soon as the fight begins and

you might catch them with a first strike. The mid-size fighters can often be caught, but the itty-bitty Sammer Guys, such as Hairy Arantula in the Grass, are just too fast. In these situations, either jump on their heads (Carrie is great for quick jumping) or lure them off the gate and trap them on the stairs. Larger Sammer Guys, such as Rolling Thwomp, are easy to burn with fire breath.



Keep fighting through the first 20 Sammer Guys. Watch out for brawlers who make shock waves by swatting with their swords or maces. Jump over the shock waves as they travel across the gates.

After you defeat the 20th Sammer Guy, Count Bleck appears out of thin air. You are too late! The Void has grown strong in this dimension and even if you did get King Sammer's Pure Heart, there isn't enough time to reverse the destruction. After Count Bleck disappears, the remaining five Sammer Guys in the first quarter of the tournament lay down their weapons. Rush past them en route to a Star Block at the 25th gate.



After you hit the Star Block, King Sammer approaches. He's had a change of heart—he recognizes that his dimension is about to crumble. He tells you that the Pure Heart is just behind him on the 26th gate. Too bad it's a trap! It's not really King Sammer, but shape-shifter Mimi impersonating the monarch. To stall for time, Mimi launches an attack on the heroes while the dimension begins to fall into the Void.

Boss Battle: Mimi

Max HP: ??
ATK: 2
DEF: —

Mimi does not turn into her spider form to attack you in this boss encounter—she maintains her usual form. The shape-shifter surrounds herself with a protective force field of Rubees. The Rubees spin around her, pulsing back and forth. To defeat her, you must hit her with the Rubees or breathe fire on her.

Did you rescue Barry after defeating Francis? If so, you can use the Pixl as a barricade against the Rubees. Jump toward Mimi and use Barry's force field to repel the Rubees and damage Mimi. Barry also helps block damage from falling Rubees when Mimi decides to drop them from the sky.

The Bowser-Carrie team is also quite effective against Mimi. Carrie lets Bowser jump high, so if you leap as Mimi dips down to the crowd, you can come crashing down on her Rubees. Normally, this would hurt, but Carrie protects your feet from touching the Rubees. After clearing out some of the Rubees, leap back into the air and press down to breathe fire right at Mimi. When you shatter the last Rubee, Mimi is defeated.

Unfortunately, stopping Mimi doesn't do any good. Right after Mimi warps back to Count Bleck's castle, the Void goes critical and swallows the entire dimension. Sammer Guys, gates, and heroes are all pulled into the Void.

The Void Strikes

When you wake up, you find yourself back on Flipside Tower. The door to King Sammer's dimension has curiously not been destroyed, though. At Tippi's recommendation, you decide to peek back inside to see what might be left of the dimension. Perhaps the Pure Heart survived the Void?

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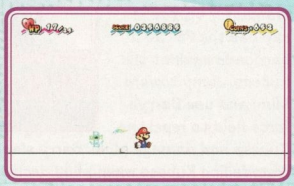
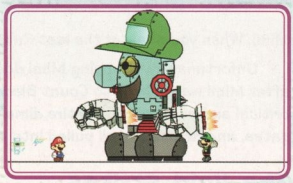


The dimension is a blank slate. Only a few lines remain of the once-colorful kingdom. Pieces of colorless castle lie broken on the ground. As you walk to the right, the sheer austereness of the former kingdom is depressing. How could the Pure Heart have survived a force so powerful that it completely nullified an entire dimension?

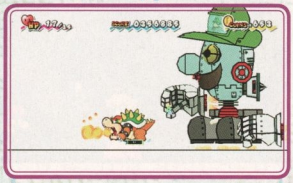
But wait a second. What's that? When you walk far enough to the right, you spot what looks like the shell of a Pure Heart sticking out of the ground. It doesn't sparkle like a Pure Heart, though. It looks like it's been drained of its power. It will never activate a Heart Pillar now. Nonetheless, you still need to pick it up. However, when you try to pick up the Pure Heart, you encounter a very familiar face. It's Luigi! Or is it?



Although he sure looks like Luigi, this character is Mr. L, and he swears allegiance to Count Bleck. He's come for the Pure Heart and he's not about to let you stop him, no matter how many times you call him your brother. To defeat such accomplished heroes, Mr. L employs his techno-monster Brobot L-type to help him in the fight.

Boss Battle: Brobot L-type

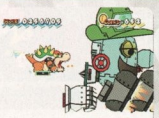
Max HP:	??
ATK:	4
DEF:	—

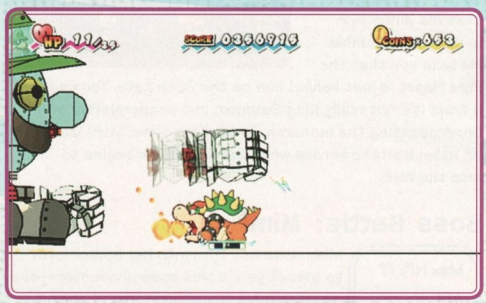


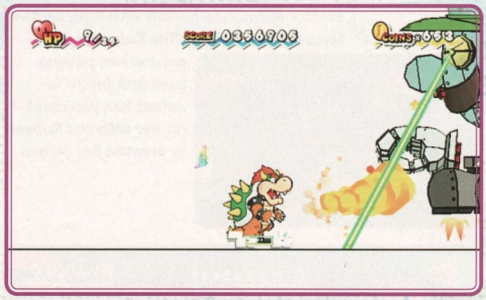
The Brobot L-type is a mechanical Mr. L head set atop giant shoes. Twin fists flank the Brobot's massive face. The machine has a variety of attacks that you must dodge and counter, from lasers to flying fists. The machine doesn't necessarily have any specific weak spots, but if you hit it with either a jumping attack or Bowser's flames, you can dish out some damage.

TIP

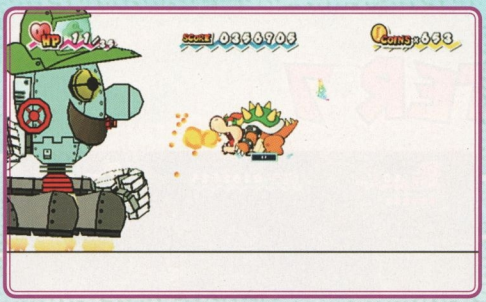
Again, use the Bowser-Carrie combination against Brobot L-type. Carrie lets Bowser breathe fire in the air, which is an enormous help in this fight.



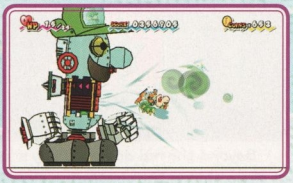




Duck beneath Brobot's fists as Mr. L fires them at you. Let the fists soar overheard and then rush in with a fire attack while the robot is still close to the ground. If you can hit the boots, you'll score some damage. After a fist attack, look out for either missile attacks or eye lasers that scorch the ground. The missiles drop to the same level as your hero. If you're playing as Mario, jump over them. Bowser can either jump them with Carrie or hit them with fire.



Get in close and jump high, scorching the Brobot's nose with Bowser's fire. After a fist attack, you can usually get two full hits on Brobot's face before needing to back away. If you get greedy, you risk falling victim to the Brobot's mouth attack. Brobot opens its mouth and vacuums you in if you're too close. The metal mouth munches you and spits you out, causing heavy damage.

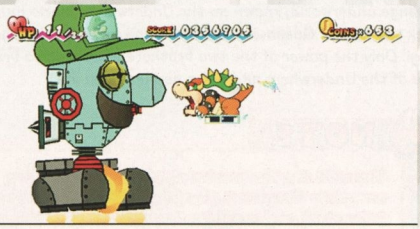


TIP

When the Brobot recovers its fists, breathe fire on them to knock them away before it can use them again.

After you defeat the Brobot, Dimentio whisks Mr. L back to Count Bleck before you can snap him out of his brainwashed funk. The Pure Heart husk is now within reach. Quickly snap it up so you can escape this empty dimension and start work on somehow reversing the damage in one of the other planes.

Author Flippery



The Brobot L-type is your toughest battle yet, but I find that sticking with the Bowser-Carrie combo really pulls me out of a lot of tight spots. But don't think this team is going to get you through every scrape. Bowser's size is often a problem, especially in tight quarters. In big open spaces, such as the destroyed Sammer Kingdom, you're fine. But Bowser can get cornered under low ceilings or narrow corners and suffer repeat hits against multiple tiny foes. No matter how fast Carrie helps Bowser move, there can be no easy escape for such a hulking brute.

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CHAPTER 7

7-1: The Underwhere

First Visit

Mario wakes in a dark and dismal place, surrounded by the spirits of gaming heroes who have used their final continue. He is alone, separated from Bowser and Peach. To survive this strange underworld, known as the Underwhere, Mario must seek the help of Queen Jaydes and reunite with his brother Luigi. Only the power of the two brothers is enough to break free of the Underwhere and get a new lease on life.

NOTE

You visit the Underwhere twice before you can complete Chapter 7. The first visit begins with a false start and runs you through the majority of 7-1 before ejecting you back to Flipside. When you start Chapter 7 properly, you can run through the majority of 7-1 before moving on to the rest of the Chapter.

The Underwhere

The Underwhere is full of restless ghosts ruminating about the last moments of their final continue. Breeze past these ghosts, stopping to refill your HP at one of the grand fountains that decorate this otherwise depressing world. When you are at full HP, head for the red door to the right and use the nearby Save Block to record your progress.

Beyond the red door, you spy a lone soul who looks out of place among the chattering ghosts. This is Luvbi, a Nimbi. Luvbi is hoping against hope that she will meet her true love on this day. You are not what she was expecting. (She apparently likes a clean-shaven face.) Luvbi leaves you to pursue her dreams elsewhere.

Use Mario's Dimension Technique to navigate the twin paths that run the length of this section of the Underwhere. Spikes divide the paths. Jump over the slumbering Dry Bones and flip between 2D and 3D to inch forward. Your goal is the red door all the way to the right.

TIP

There's a Super Shroom Shake on the tall pipe next to the red door. Flip into 3D to spot a reversible block. Bop the block to create a ledge for reaching the item.

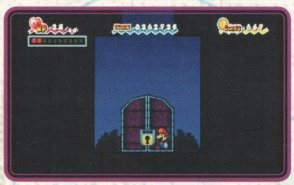
The River Twygz is beyond the red door. A boatman waits patiently at the riverbank. For a mere four coins, the boatman will ferry you across the cursed river. You can enjoy a ride or just swim it yourself. Either way, you must get across and pop through the red door on the opposite bank.

Queen Jaydes's hall is beyond the red door. Brush past the D-Men that handle the Underwhere's clerical work and locate the queen herself. Queen Jaydes informs you of the rules of the Underwhere. Your sins and good works are weighed here. If you have acted bravely and decently during your games, you will ascend to the Overthere. Otherwise, you are sentenced to eternity down here among the shadows.

Give the queen the pale Pure Heart from Chapter 6. Queen Jaydes believes she can indeed repair this broken heart, but while she works on this task, she requests that you seek out Luvbi on her behalf. The Nimbi has gone missing from her father's house in the Overthere. By the time you find Luvbi, Queen Jaydes should know whether or not she can truly repair the Pure Heart. Before leaving, she gives you a key.

River Twygz

Return to the riverbank, dive into the waters, and sink to the bottom. Watch out for the creepy Underhands, disembodied arms that reach out to pull unlucky souls into the depths of the river. You cannot defeat the Underhands—they are as eternal as death itself.



Once on the riverbed, flip into 3D to spot a hole in the floor. Drop into hole and seek out a locked door. Use your key to open the door and continue exploring the bottom of the River Twygz.

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Use 3D to navigate around the Underhands. When you spot an Underhand next to a green pipe, flip to see a secret passage. The passage leads to a well with a lever on the wall. This lever drains and fills the area with water. When the area is full, you can swim around. When it is empty, you must stick to jumping, but you can bounce into blocks.

Swim up until you see a block on a ledge. Push the block to the right, down into the well with the lever.

Drain the water. Jump from the block to the pipe. Hop up to the ledge to the right and destroy the bricks blocking the tunnel that goes up.

After destroying the bricks, return to the lever and refill the area with water so you can swim up through the newly opened passage.

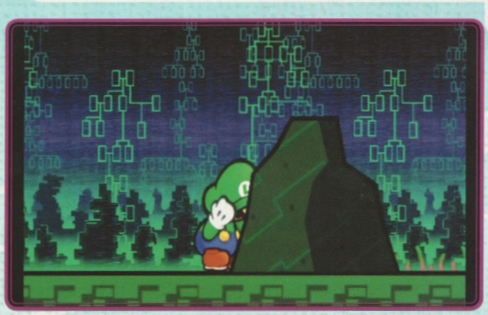
At the end of the passage, use 3D to slip down a side passage and locate a new chamber with a lever.

Notice another block off to the right. Flip into 3D so you can swim behind it. Now, push it off the ledge onto the ground below. After pushing the block down, swim to the bottom of the area and flip the lever. This drains the water.

Use the block to scale the pipe and head back the way you came. When you reach a seemingly empty chamber, look for the brick on the right wall. Bounce under the brick to extend a ladder. While the water is gone, check out the open passage (visible only in 3D) to the right. This leads to a chamber with a door and pipe.

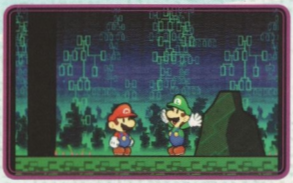
The pipe takes you down to a secret room full of coins and ? Blocks.

The door leads to a new area of the Underwhere, a courtyard full of bubbling fountains. Drop off the high ledge to the yard below, but flip into 3D. The chest in a small alcove behind you contains a Dry Bones Card. Now, return to 2D and jump across the rising fountains. A ledge to the far right is accessible only by jumping across the fountains. You can't jump as high as the ledge...yet.



Hey, who's hiding behind that rock? That green cap looks familiar.

It's Luigi—and he's not spouting that nonsense about Mr. L! Mario's brother joins the party and lends his special jumping talents to your cause.



TIP

Don't run off just yet. After rescuing Luigi, check out the wall to the right. There is a Long-Last Shake in the far corner.

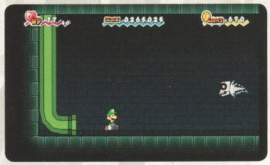
Use Luigi's jump to scale the balcony to the left of the fountains.

Looking for Luvbi

Now seek out Luvbi for Queen Jaydes. To find the lost Nimbi, backtrack all the way to the beginning of the Underwhere—aim for the areas with the split paths just before you located the boatman for the River Twygz. Once there, use Luigi's high jump at the tall green pipes to the left of the red door to access the high ledge.

Now, flip into 3D and cross the split paths the same way as before. Jump over the spikes. But now, you can use Luigi to leap over the tall pipes. Watch out for Frost Piranhas and Poison Cherbils. These beasties will slow you down.

Punch the ? Block to the right of the second tall pipe to release a Happy Flower and call down the rain of coins.



Want to find that elusive Peach (3) Card? It's here in the Underwhere. First, drop into the tall pipe next to the three bricks. The pipe leads to the background. Run across the screen to the next pipe and remain in the background. The very next pipe drops you into a room with a Gigabite. This flying menace is a pain—no matter how strong your ATK is, you can do only one point of damage per hit. After you finally best the Gigabite, the treasure chest with the Peach (3) Card is revealed.

Go through the red door at the end of the top ledge. This leads to a hall of pipes, most occupied by Frost Piranhas. Flip to dodge these monsters and locate Luvbi at the far side of the room. The Nimbi isn't necessarily happy about seeing you again but reluctantly agrees to come with you.

Return to the hall of Queen Jaydes. Luvbi rejoins the queen, irritated at your so-called rescue. As a reward for your efforts, the queen gives you the Pure Heart. She was able to repair it. It now glows as brightly and brilliantly as the other Pure Hearts you have recovered. The queen also decides that Mario and Luigi are such good souls that they deserve an extra continue. Queen Jaydes warps them out of the Underwhere, sending them back to Flipside. Now it's time to fit this Pure Heart in a Heart Pillar.

Second Visit

Queen Jaydes's Favor

The Pure Heart opened the door back to the Underwhere. You need to find the other lost heroes: Peach and Bowser. When you enter the Underwhere again, return to Queen Jaydes. The queen asks you escort Luvbi to the Overthere where her father, Grambi, oversees the souls of game heroes who have acted selflessly. Queen Jaydes reveals a special door that leads to a Star Block. This Star Block closes 7-1 again and leads you directly into 7-2.

7-2: The Sealed Doors Three

Underwhere Road

The Underwhere Road leads souls out of the dreaded final resting place for bad gamers. Mario and Luigi must survive the treacherous road up from the Underwhere, pressing through the inky darkness until they can find a hero who might shed a little light on the situation. But even then, they must also solve the riddles of three doors that reward brains more than brawn.

Dorguy the First

Upon entering the Underwhere Road, a helpful D-Man alerts you to the impending darkness. There is little light on the road, so you can see only a fraction of your surroundings. You must find somebody who can ignite the torches on the walls and illuminate the road. When you slip through the first door, you see that the D-Man wasn't kidding. Most of the screen looks like it was scratched out due to the dark.

You must scale this section. Carefully step through the darkness. There aren't too many enemies in here, but those that do lurk in the dark are a serious pain, such as

the Dark Boo. Jump up the right side of the road and then cross over to the left, watching out for an Underhand that doesn't seem to understand that you're on a mission from the queen.

Use the helpful transports to flip and flap across the road, scaling to new heights without suffering attacks from monsters.

Find a Dark Boo Card in the treasure chest on the right ledge, just above a wriggling Underhand.

TIP

When Dark Boos wag their tongues, jump high and drop down on their heads.

When you reach a series of columns, you're at the top of the room.

Dorguy the First will not swing open unless you answer three questions. If you give the correct answers, you will permitted passage to the next segment of the Underwhere Road. Dorguy the First tries a bit of trickery to stump you. He leads each question with what sounds like a painful story problem full of math. But then the final part of the question reveals how Dorguy the First operates—he wants to throw you off your game. Here are the three answers to pass through Dorguy the First:

1. Queen Jaydes
2. Dorguy the First
3. 6

Dorguy the Second

After passing through Dorguy the First, you come upon a trio of D-Men blocking a door. They claim to have cornered a fearsome beast, but none of them dare enter the room to finish it off. It's up to you to volunteer your efforts as a hero. The surprised D-Men immediately shuffle you into the room before you can change your mind.

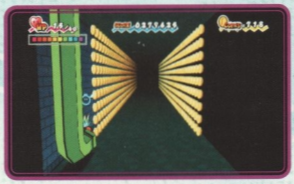
That's no monster. (Well sorta.) That's Bowser. And he's mad. Ever since joining you, he's lost a castle, been separated from his bride, been carted across a bunch of enemy-filled dimensions, and finally sent to the great game over in the sky.

Bowser finally loses his temper. You must fight him briefly, but the battle is in your favor. Just keep back whenever you see Bowser bend down—he's getting ready to expel some flames. Switch to Boomer. Use this Pixl to knock some sense back into Bowser. Drop Boomer and then stand back to lure Bowser into the blast radius. Detonate Boomer three times on Bowser to convince the Koopa King to chill out and rejoin the party.

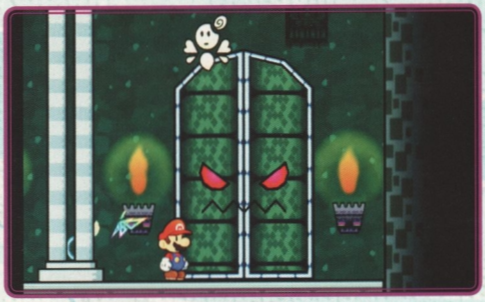
The D-Men are so impressed with your heroism that they give you the key to the next door.

The next chamber is extremely tall. Switch to Bowser when you enter and breathe fire on the torches to light up the room. A long series of platforms in the chamber's center leads straight to Dorguy the Second. Some of the platforms are occupied by Dry Bones. Mario and Luigi can stun these creatures, but Bowser's flames remove them completely.

Jump up the platforms, breathing fire on torches to keep the room bright. Mario and Luigi are better jumpers, of course, but Bowser can clear the platforms just fine and you'll always have that powerful fire blast ready for pesky Dry Bones and Dark Boos.



A lone pipe is on the room's right side. The room on the other side of the pipe is full of coins, but they vanish within seconds of your arrival. Grab as many of the coins as you can before they disappear!



Dorguy the Second is all about brain training. The Dorguy pulls down a screen full of moving shapes in three different colors: red, blue, yellow. Before each question, you can inspect the screen. Here are the answers to the five queries based on all the shape shifting:

1. 3
2. 2
3. Blue
4. 4
5. Triangles

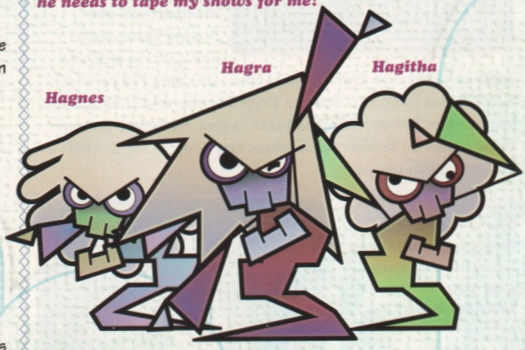
Your intelligence and instincts serve you well, and when you give five correct answers, Dorguy swings open and grants access to the next area of the Underwhere Road.

Dorguy the Third

A pink door stands to the left of the next room. Pink? Nice—there must be some lovely ladies behind there for our three intrepid heroes. Um, no. It's a trio of old spinsters who look like their last spin was a few centuries ago. The three spinsters ask favors of the heroes. If you go along with their requests, they'll give you the key for the next door.

Hi, I'm Hagnes. Would you please listen to my old stories for a spell? I'd be grateful if you'd just lend me an ear for a spell.

Hey whippersnapper, I'm Hagitha. Would you please step outside the door and remind the D-Man to the right that he needs to tape my shows for me?



And I'm Hagra. I really need my diet book back from the D-Man at the bottom of the long series of platforms you just climbed. Please fetch it for me. I'll give you this shiny key in exchange for your kindness. Now, be a dear and run along.

TIP

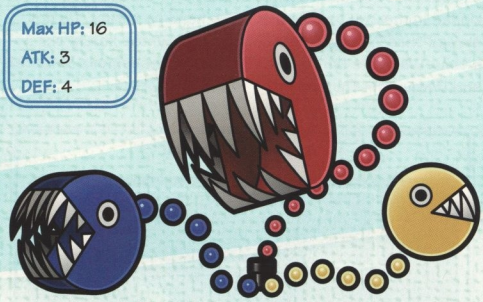
You really only need to perform Hagra's bidding to earn the key, but if you follow Hagitha's instructions, she'll give you a little tip about the Underchomp, one of the boss battles in this chapter. You can soothe the savage beast with song. So, if you found the Pixl Piccolo, you can use it against the Underchomp.

You're almost out of the Underwhere! You just need to hoof it up the stairs to the right. Use Luigi to get some height over the stairs and then start moving up. When you do have to drop down and climb the steps instead of jumping along the safety of the rocks, use Mario to flip into 3D. You can now easily dodge the incoming Spiny Tromps that rumble and roll down the stairs.

When you finally reach the top of the stairs, you must engage Dorguy the Third. Dorguy the Third doesn't want to test your mental mettle. He issues forth the great Underchomp, a three-headed Chain Chomp that's considerably stronger than any Chain Chomp you've encountered so far.

Boss Battle: The Underchomp

Max HP: 16
ATK: 3
DEF: 4



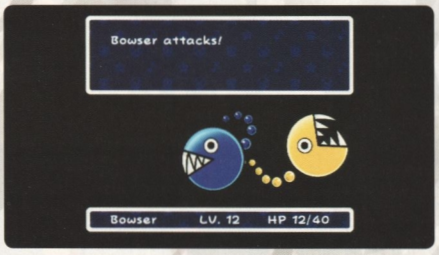
The battle with the Underchomp is structured like a traditional turn-based RPG. You trade turns with the Underchomp. You make a move. It makes a move. You make another move. It counters. And so on, until one party is left standing. The Underchomp attacks by biting, but it often uses a turn to charge up an attack. When the Underchomp charges, you essentially have a free turn to dish out some damage.

When it is your turn, you have a variety of options. You can switch heroes. Bowser's stronger ATK rating is, as always, extremely useful. If you have

Piccolo, you can select the Pixl and put the monster to sleep for a few turns. If you are low on HP, use a healing item such as a Shroom Shake from the Item menu.

You must eliminate all three heads to defeat the Underchomp. You can choose which head to attack. Do not spread these attacks out. Concentrate on the heads one at a time. When the last head falls, the Underchomp is defeated and Dorguy the Third relents.

Author Flippery



The Underchomp battle clocks in on my list of top five favorite moments from SUPER PAPER MARIO. Remember when RPGs used to be completely turn-based like this? Remember those old-school <FINAL FANTASY and DRAGON QUEST games with epic, 80-turn battles of casting magic, healing up, and mounting last-ditch attacks in hopes of scoring a critical hit? Mercifully, though, this isn't 80 turns. And if you took the time to find Piccolo, this battle ends almost as soon as it starts.

After defeating the Underchomp, you can head for the Star Block and move on to the Overthere Stair.

7-3: The Forbidden Apple

Overthere Stair

Finally free of the Underwhere, Mario and the heroes start ascending the Overthere Stair, a network of fluffy clouds that stretch into the sky. Princess Peach is still missing, so the heroes must search every cumulus. Hopefully, she didn't get hungry and eat from one of the trees in this road to paradise...

Three Tickets to Paradise

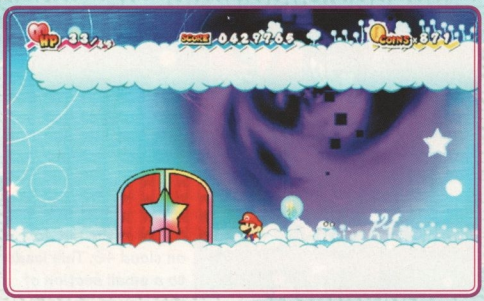
When you reach the Overthere Stair, you'll notice that many of the clouds are numbered. This makes it easy to navigate. The stairs start at 11 and go in ascending order from there. Peach is on cloud 43, so you have some serious climbing to do. Luigi's super-sized jumps are well suited for this sub-chapter, as he can be launched to clouds that Mario and Bowser cannot reach.

Use Luigi to vault up the 12. Jump across the clouds, leaping over Spiky Parabuzzies that flit through the air. When you reach cloud 14, flip into 3D with Mario to punch a pair of reversible blocks and form a platform.

Cloud 15 marks the first bouncy cloud. These fatter clouds are like trampolines that rocket you through the sky.

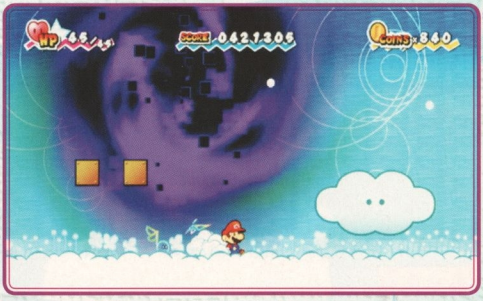
Flip on cloud 19 to see an entire line of hidden coins.

Rawbuses and Ruff Puffs complicate the clouds. Look to the right of the Rawbuses to spot a treasure chest partially obscured by the puffiness of the cloud. It contains a Rawbus Card.

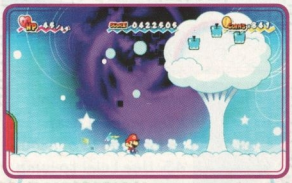


A red door on cloud 20 leads to the next segment of the Overthere Stair.

Cloud 29 harbors more Beepboxers. Bounce on these musical fellows before ascending to 30 and using a red door to move on to the next area.



On cloud 21, bump these blocks to reveal a Speed Flower. Now you can really earn some points and coins when hunting down these Beepboxers.



The fat cloud on 31 springs you up to a red door on cloud 33. Enter this door and notice a tree beyond the door with three juicy Blue Apples hanging from its branches. There are several colorful fruits in the Overthere Stair. Two of the fruits are the keys to rescuing Peach and escaping to the Overthere. This Blue Apple is not one of them. If fed to Peach, it just shrinks her. When you do want to pull fruit from a tree, though, use Thudley to shake the cloud and free an Apple.

Find a Ruff Puff Card on the left side of cloud 34.

Cross the gap to the right of cloud 37 in 3D so you can see the hidden blocks.

Watch out for Beepboxers crowding the red door on cloud 40.

Waking Peach

When you reach the 40s, you are near Peach, who is on cloud 43. Use Luigi to jump on a series of rising yellow platforms off to the right. These platforms take you right up to cloud 43 and a Save Block. When you enter the red door on 43, you spy Peach sleeping peacefully against a tree. She's eaten of the forbidden Apple. According to Luvbi, the spell can be shattered only by feeding Peach the taboo fruit. This is the Black Apple, which is all the way up on cloud 53.

TIP

Find a Shroom Shake on the cloud to the left of 43.

Enter the red door on cloud 46. This leads to a small section of tiny clouds. There is a Happy Flower in the lone ? Block just inside. Pick up all of the coins you can grab without falling off the clouds. If you drop, you reappear back on one of the small clouds, but you'll miss many coins.

The tree in this area hosts the Red Apple. This fruit will not wake Peach, it only makes her giant. While this doesn't achieve the desired effect with Peach, you'll need a Red Apple later. Save yourself a trip by grabbing one now.

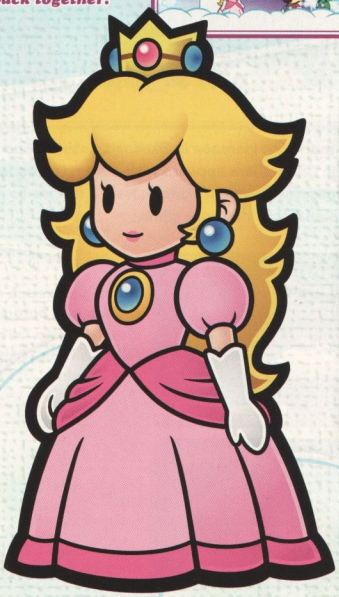
Use the big cloud above 46 to reach cloud 49 in a hurry. Once you reach the cloud, flip into 3D to spot a path leading away from the stairs. This path leads to a side area with another tree.

Here is the Yellow Apple. This apple does not wake Peach. It only gives her a moustache, which is funny and worth your time to see before moving on to the next section of the Overthere Stair.

Scale clouds 51 and 52. There is a door on 52, but it leads to a trap. Bars slam shut on the red door behind you and do not budge until you eliminate all of the Skellobits inside.

Flip into 3D on cloud 53 to spot the path that leads to the Black Apple tree. The tree is just beyond a red door. Shake loose a Black Apple with Thudley and then return to cloud 43.

The Black Apple wakes Peach, but it tastes terrible. Peach now rejoins your party. The four heroes are back together!



Reaching Overthere

Once Peach is in the party, climb back up the 40s and renter the section of the Overthere Stair where you fetched a Black Apple. Head past cloud 53 and jump onto cloud 55. Switch to Peach so you can glide off to the right and access a faraway wisp. Use one of the fat clouds to rocket farther up the stairs.

Cloud 61 marks an increase in Skellobit activity. The soldiers of the Underthere appears with alarming frequency in the once-peaceful Overthere. Use Bowser's flames to roast the Skellobits and continue your climb.

When you reach the arches just below cloud 62, flip into 3D to see a long stretch of ? Blocks.

Discover a Coin Block on cloud 67, as well as some nasty Skellobits.

TIP

The treasure chest on cloud 68 contains a Long-Last Shake.

Fight the Skellobits on cloud 69 to score a Thunder Rage from a treasure chest.

After passing through the red door on cloud 70, be on the lookout for even more Skellobits and Skellobaits. These foes really turn up the juice as you get closer to the top of

the stair. Use a fat cloud to bounce up to a series of pillars. Carefully jump across the pillars to reach cloud 74. Head to the right of 74 and use Luigi to reach a rising yellow platform. Grab a Life Shroom from a nearby treasure chest.

That Red Apple might have worked a little too well.

Cyrus sends you flying to the top of the Overthere Stair. There is a red door inside a coin-filled temple. Before heading through the door, leap to the roof with Luigi to get a Gold Bar from up there.

When you finally reach cloud 75, look for Cyrus. He's next to a small temple full of Skellobits. Cyrus is a smiling cloud with a slight concern about his size. He wants to be a huge cloud. If you help him, he'll bounce you clear to the top of the Overthere Stair. To expand Cyrus, feed him a Red Apple. (If you don't have one, punch the blue switch next to Cyrus to return to cloud 43.)

The Star Block is just beyond the red door. However, walk beneath the Star Block and glide across to a cloud with a treasure chest. It contains a Zombie Shroom Card. Now, return to the Star Block and punch it to head right into the Overthere.

7-4: The Overthere

Overthere

Where's Whibbi?

The Overthere has been overrun! Skellobits, Skellobombers, and other such nasties have invaded. It's up to you to clear out these horrible beings and make the Overthere safe once more for the Nimbi. When the sub-chapter begins, press forward into Overthere Sector 1. Infiltrate the ranks of the Skellobits and lay them to waste. When you reach a red door, enter to find a pair of Skellobits giving a poor Nimbi a rough time. When you defeat the Skellobits, the grateful Nimbi hands over a key.

Jump along a stretch of clouds loaded with Skellobits and a few Cursya. Skellobombers fly overhear, dropping Skellobait on you from above. Avoid these nasty creatures and watch out for their spiked heads. You must fight to the end of the clouds. From the last pillar to the right, you can start climbing up the Overthere to reach Grambi.

Collecting those Cooking Disks? Then flip at the last pillar to reveal a hidden pipe. Drop into the pipe to battle a Gigabite. After you fell the monster, a treasure chest appears. Cooking Disk PU is inside. Use it at the Dining Specializer at either Saffron's or Dyllis's cafe to access even more recipes.

Use Luigi to scale the clouds. Spiky Skellobits patrol the stratosphere, so mind your jumps. Luigi's super jump bops these enemies from below. You can also jump on the Spiky Skellobits with Carrie's help.

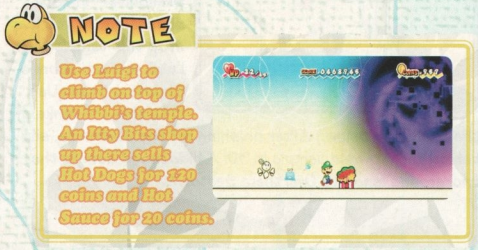
There is a Nimbi frozen in ice in a small temple. Jump to the temple and switch to Bowser. Melt the ice to free the Nimbi. The trauma has caused the Nimbi to forget his name. You can't help him now, so move on and return after talking with Grambi. (Hint: This Nimbi is really Blubi and he'll be useful very soon, so don't forget where you found him.)

Now, take the key from the assaulted Nimbi to the locked door next to the Overthere Sector 3 sign.

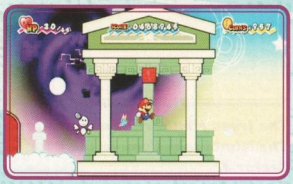
In the next sector, run to the right to find a Save Block. After saving your game, keep moving to the right. Use Mario to flip into 3D and spot a reversible block. Punch it so it flips into 2D. Now, flip into 2D and switch to Peach. Glide to the right to find a pair of sad Nimbis. One of the Nimbis is stuck in ice. Use Bowser's fire to melt the ice.

The freed Nimbi runs an elevator next to the Save Block. The Nimbi takes you to the door leading to Overthere Sector 4.

Everybody in this sector is frozen. Again, use Bowser to melt all of the ice and free the imprisoned Nimbis. At the end of a hall of pillars is Whibbi, a sage Nimbi. He tells you that the Skellobits have invaded the Overthere and destroyed the bridge that leads to Grambi. To rebuild the bridge, you need three magical orbs. The orbs belong to Rebbi, Blubi, and Yebbi. Bring the three orbs back to Whibbi and you can erect the bridge to Grambi. Before leaving, Whibbi gives you a new key.



Three Orbs



With the key from Whibbi, return to the Nimbi-run elevator. Ride it back down and then use the key on the locked door to left. This leads into Overthere Sector 5. Once inside, walk onto a floating temple with a red switch. Punch the switch to move the temple to the right.

The next area is swarming with Skellobits—in both dimensions. If you leap atop this temple with Luigi, you can score a Shooting Star. (Use it to thin the ranks of the Skellobits below.) After finishing off the Skellobits, slip behind the crowded temple in 3D. A hidden red door in the background leads to Overthere Sector 7.

TIP

If you drop through the clouds next to the sign for Overthere Sector 5, you'll find a line of coins and two treasure chests. The treasure chest on the left holds a Skellobit Card. The chest on the right holds a Skellobomber Card.

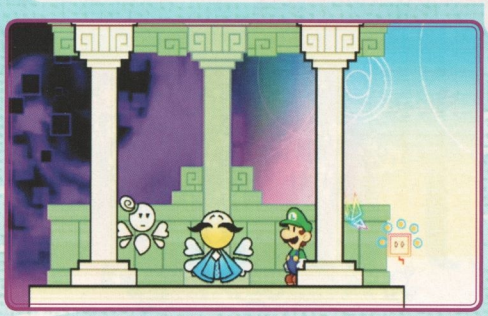
Glide across the gap in the clouds with Peach.

Rebbi is under attack from a platoon of Skellobits. Rescue him by switching to Bowser. Breathe fire on the approaching enemies. Rebbi, grateful for your assistance, gives you the Red Orb. Now return to the previous sector.

Ride the moving temple (with the red switch) back to the left. If you walk to the left, you'll encounter more Skellobits. Eliminate these foes and jump up to clouds above with Luigi. Go through an unlocked red door up here to find Overthere Sector 6. Use Mario to flip into 3D and spot a hidden path. Cross the hidden path and punch the ? Block to unleash a Mega Star.

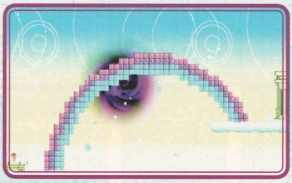
Tear up the army of Skellobits on the clouds as Mega Mario.

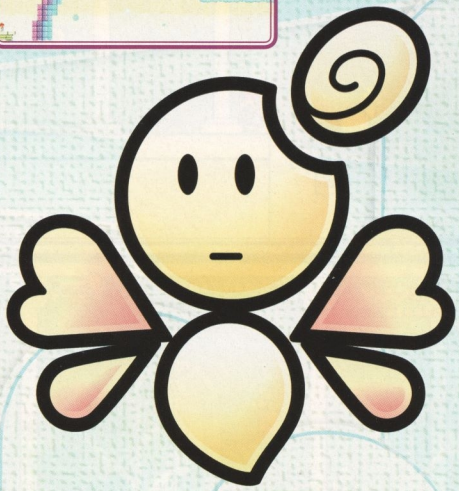
After reverting to normal size, flip into 3D to spot another hidden route. Walk along the path to spot another outhouse. A Nimbi inside refuses to come out until you identify yourself. None of the hero names you give him sound good enough (such as Peach), but if you tell him you are a monster, the door swings open. (He figures no monster would actually announce that it is a monster.) This is Yebbi. He gives you the Yellow Orb as a reward for saving him from all of those Skellobits. You must now return to the Nimbi with amnesia you freed back in Overthere Sector 3.



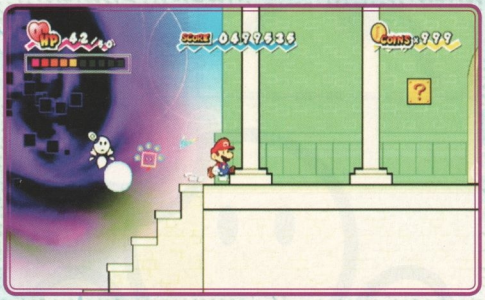
Blubi gives you the Blue Orb. You now have all three orbs that Whibbi said would build the bridge to Grambi.

When you place the three orbs in the pedestal next to Whibbi, a beautiful rainbow stretches across the sky.





Cross the rainbow bridge. On the other side of the bridge, you bear witness to a terrible battle between the Nimbi and the Skellobits. Switch to Bowser. Use the Koopa King's fire breath to clear a path through the madness. Burn away any Skellobit that tries to stop you as you walk toward Grambi's temple.

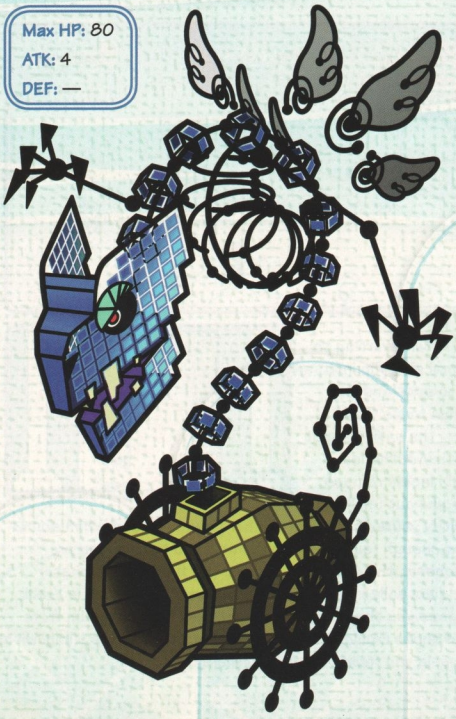


A giant staircase leads to Grambi. If you use Mario, you can flip into 3D and find a Spiky Skellobit Card to the left of the stairs. Once you reach the top of the stairs, use the nearby Save Block to record your progress. Punch the ? Block to earn an Ultra Shroom. With full HP and a saved game, step through the grand door.

The reunion between Luvbi and Grambi is short. There is a terrible crash as a colossus called Bonechill roars into the temple and attacks.

Boss Battle Bonechill

Max HP: 80
ATK: 4
DEF: —



Bonechill is a terrifying creation—this titan is frozen to the core and shows no mercy. The monster has both freezing breath and a icy air cannon on its body. Bonechill rolls back and forth, shooting frozen missiles from the cannon. You can flip into 3D to avoid this barrage, but don't linger here, as you can ill-afford to lose any HP by zeroing out your Flip Gauge. Bonechill uses its icy breath to create massive icicles on the ceiling. These grow over time. When they reach critical weight, they drop to the ground. If you're caught by a falling icicle, you're kicked back and lose HP.

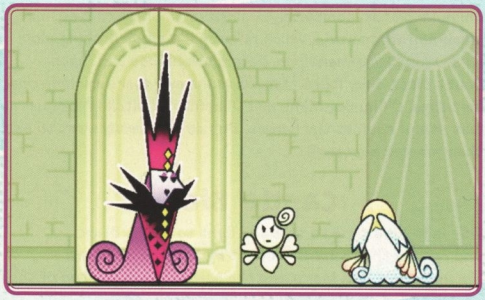
The Pixl Thoreau helps you use Bonechill's icicles against the monster. When one of the giant icicles falls to the ground, quickly scoop it up with Thoreau.

Now, run toward Bonechill and jump toward its face. Throw the icicle at the height of the jump and smack the beast in the chops. Bonechill recoils, giving you a chance to back off and decide your next course of action.

Luigi's super jump is a solid attack to use against Bonechill. (For once, Bowser and Carrie are not advised.) When Bonechill stops to breathe on the ceiling or fire frozen missiles, press down to initiate Luigi's jump attack. Release just as Bonechill closes in. Luigi shoots straight up, delivering a wicked uppercut to the beast's glass jaw.

TIP

As you damage Bonechill, the tiles on its face and body fall away. Use this as a gauge for the monster's HP. The clearer Bonechill is, the closer it is to an express ticket to the Underwhere.



After the battle with Bonechill, it is revealed that Luvbi is not really a Nimbi. She is really a Pure Heart disguised as a Nimbi, created by Queen Jaydes and Grambi to hide the artifact in case somebody ever tried to realize the prophecy of the *Dark Prognosticus*. Luvbi is furious about the deception. She lashes out at Queen Jaydes and Grambi. However, in time, she comes to understand her role in this epic and decides to release her Nimbi form and become the Pure Heart. It's a great sacrifice for the sake of the universe and one that none of the heroes will ever forget. With this bittersweet Pure Heart in hand, it is time to return to Flipside and find the last Heart Pillar.

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CHAPTER 8

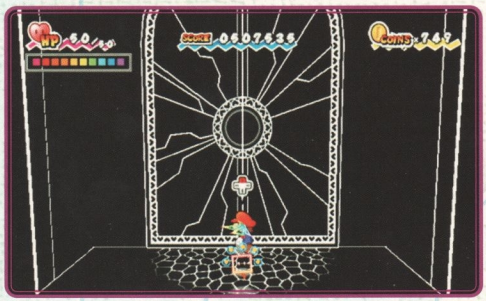
8-1: The Impending Darkness

The final Pure Heart opens the lone door atop the sinister black Flopside Tower. Mario and the heroes marvel at the ominous citadel completely drained of color. Bleck lives in a black-and-white world, which reflects his all-or-nothing plot to destroy the dimensions. Before the heroes can reach Count Bleck, they must face down the evil-doer's minions one last time. O'Chunks, Mimi, and Dimentio all pitch in for one last stand against the heroes. But do they really want to see their master succeed?

Castle Bleck

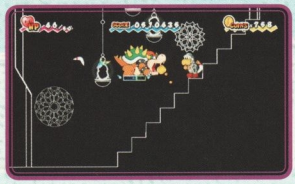
This is it—it's time to take the fight to Count Bleck and reverse the damage wrought by the Void and *Dark Prognosticus*. Can Mario and the heroes reach the top of the castle and stop Bleck before all is consumed?

Infiltration



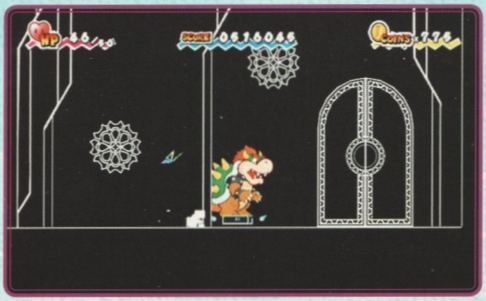
When you cross the bridge to the front gate, flip into 3D to spot the giant door that leads into the depths of the castle.

Before diving into the castle, make sure you're loaded up on healing items or ATK boosters, such as Hot Sauce. You'll need every bit of strength to turn back Count Bleck and his minions.

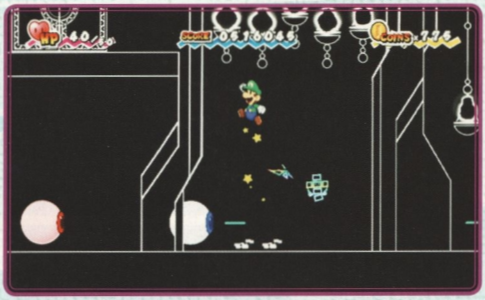


The first hall leads up to a stairway with Boomerang Bros. You can flip into 3D with Mario to step around the enemies, but if you're close to gaining a new level, take the time to defeat every nasty that stands in your way. When the Boomerang Bros hurl their boomerangs, jump through the gap and either bop their noggins or singe them with Bowser's flames.

A door on the landing between the two sets of stairs leads to a balcony outside of the castle face. The balcony is crawling with monsters, but Bowser's flames make very short work of them. Earn those points so you can boost your HP or ATK!



Back inside, climb up the rest of the stairs. There are more enemies on the steps, so keep jumping up and tagging them with Bowser's flames. When you reach the top, slip through the door to enter a hallway full of troublesome enemies.

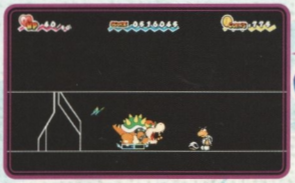


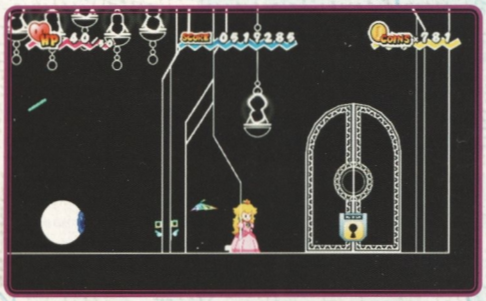
Watch out for a Mister I and a Red I just inside the door. Use Luigi to leap high above these floating eyeballs and access a door on a ledge.

Outside the castle again, use Luigi to scale the high wall to the left and score some useful goodies such as a Stop Watch and Long-Last Shake. Hold on to the Stop Watch. You can use it in the upcoming fights with Count Bleck's minions. (Don't use it with the O'Chunks fight, though. He's a pushover at this point.)

After you have the treasure, walk back toward the door, but use Luigi to jump up the wall to the right. Find a gap in the balcony out here, and glide through the air with Peach. There is a pipe on the opposite land.

Drop into the pipe with Bowser. Use his flames to push back Soopa Strikers and reach a treasure chest, which contains a Castle Bleck Key.





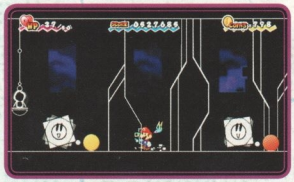
Take this key back to the hall with the Mister I and the Red I. Walk to the right and use the key in a locked door.

TIP

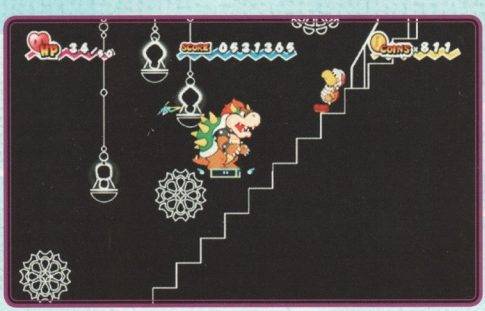
You cannot defeat the Mister I or Red I by bouncing on them. Instead, flip into 3D with Mario and run circles around them. Dizziness is the worst enemy of a Mister I.

Bowser's Time to Shine

Bowser is the best hero to use for the remainder of the sub-chapter. You may want to switch to Mario once or twice and use the Dimension Technique to sidestep enemies, but try to use Bowser as much as possible. The Koopa King's fire attacks rack up points with minimal exposure. (The trade-off is that you cannot use acrobatics after a fire attack to score bonus points.) Push through the Magikoopas and Dull Bones.



When you reach the Gawbuses, use Mario to slip behind the monsters. Don't try to breathe flames through a Rawbus's body. The beast will bite, knocking off a few much-needed HP. When you finish the Rawbuses, pass through the door at the end of the hallway.



Switch back to Bowser. Use Carrie to scale the stairs and defeat the Fire Bros before they can rain their attacks down on you. Carrie gives Bowser extra height so you can leap over the fire balls.

When you reach the top of the stairs, inspect the lanterns on the wall. Notice the pattern of the lanterns in this room, because you must match the pattern in the next room to reveal the exit. The order of the five lanterns, from the left to right, is: Unlit, lit, lit, unlit, lit. Burn up the Koopatrol guarding the next door and then pass through to finish the puzzle. Don't forget to knock the Ultra Shroom out of the ? Block before moving on.

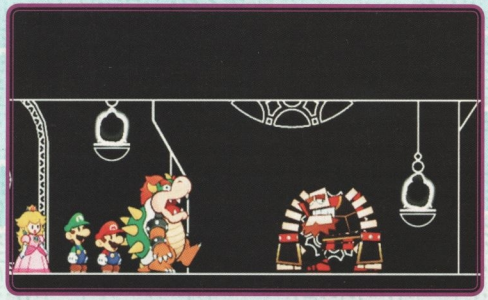
In the next room, breathe fire on the lanterns in the correct order. The raises a huge set of stairs to the right of the lanterns. When the stairs finish moving into place, climb to the top and switch into 3D with Mario. The door is visible only in 3D. When you pass into the next chamber, get ready for a showdown—the last showdown—with O'Chunks.

8-2: The Crash

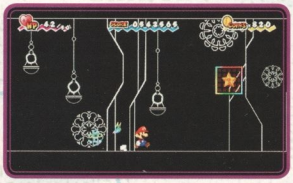
Castle Bleck Foyer

Bowser's sacrifice must not be in vain. Mario, Peach, and Luigi must soldier on, pushing deeper into the castle to find Count Bleck and his minions before the finality of the Void strikes all dimensions—including this very castle.

O'Chunks is a breeze with Bowser. Use Carrie to zoom back and forth, avoiding the brute's body slams. After O'Chunks slams to the ground, blast him with fire.



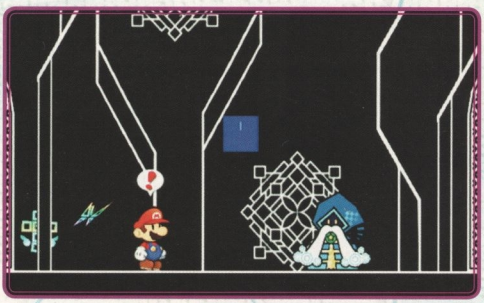
After you defeat O'Chunks, the henchman has a strange change of heart. The castle ceiling starts collapsing on the band of heroes. O'Chunks valiantly holds up the ceiling to give the heroes time to slip through and continue their quest to stop Count Bleck's mad plan. O'Chunks's grip starts to falter, though, so Bowser stays behind to help hold the ceiling. You have no choice but to leave Bowser behind with O'Chunks and keep moving through the castle. At this point, Bowser leaves the party and you can no longer use him.



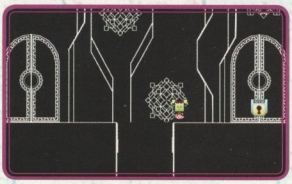
End this sub-chapter by moving into the next room and bouncing into the Star Block. With Bowser out of the party, things will be a lot harder. You must rely more on Mario and Luigi's jumping skills to defeat the enemies that roam Bleck's castle.

Tricky Traps

When you first enter the foyer, you're assaulted by incoming Zoing-Oings and Cursyas. The shuffling Cursyas are a real threat, as you cannot afford to fall victim to their curses. The Zoing-Oings are an easier target. If you've been leveling up, you might be able to smash them with just one hop. If not, steady your jump so you land right back on top of them after the first bounce. Otherwise, the hall will fill up with Mini-Zoings—and you know how tough these little creatures are to track down.



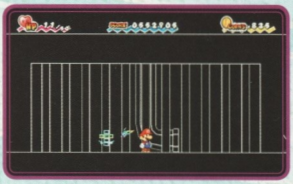
There is a door just beyond the small army of Zoing-Oings. Merlon is on the other side! What's that old wizard doing here? Merlon says he crossed into this dimension temporarily to give you

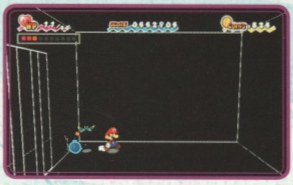


a hint about how to proceed to Count Bleck safely: Hit the blue switch. Unfortunately, when you do so, Merlon shape shifts—it was really Mimi, and now she has you trapped in the dungeon.

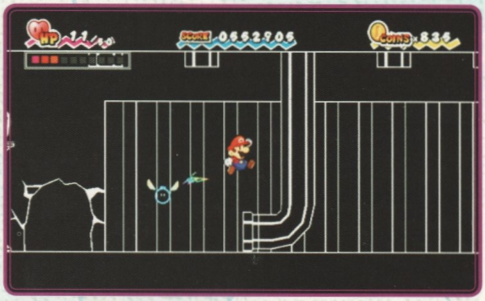
NOTE

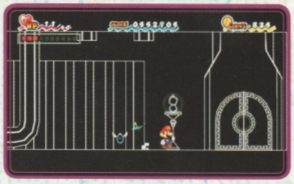
You must fall for Mimi's ruse. The key to the locked door beyond "Merlon" is located in the dungeon.





Mimi's tricks land you in the dungeon. There is a pipe on the other side of some bars—is this the way to escape? You cannot use Slim to slip between the bars. Instead, switch to Mario and flip into 3D to spot a slight crack in the wall to the right of the bars. Use Boomer to blow a hole in the wall. Now pass through the hole and access the pipe.

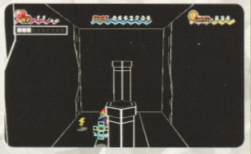


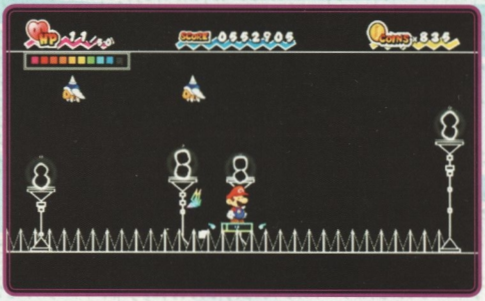


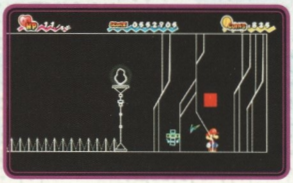
The pipe does not lead you out of the dungeon—that would be too easy and Mimi is much smarter than that. You must somehow move the pipe to a new setting that leads all the way back to the floor with the false blue switch. There are two red switches in the dungeon that move the pipe. Each switch is beyond the doors that flank each side of the pipe. The switch through the left door moves the pipe to the left, and vice versa for the right door.

TIP

If you go up the pipe in its original position, you can spot a Thunder Rage in Mario's 3D view.







Use Carrie to carry you safely over the spikes through the right door. The red switch is just beyond the spikes. Every time you bump the red switch, the pipe moves one space to the right.

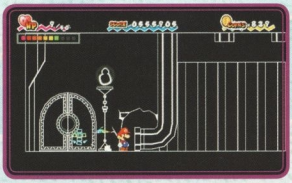
If you check through the left door, you'll spot a series of spinning fire traps. Think you can just flip into 3D and make a run for the switch? Think again. While in 3D, you are attacked by Red Magiblots. You can jump on these creatures to dispel them from the castle, but watch out for their inky attacks. They are hard to see in this black-and-white castle.

NOTE

There are three varieties of Magiblots. Red Magiblots are the toughest of the trio, doing 6 HP of damage with every successful attack. The Yellow Magiblot does only 5 HP of damage, while the Blue Magiblot does only 4 HP of damage. The catch, though, is that the lower the ATK value of the Magiblot, the more HP it has. So, while the Red Magiblot can cause the most damage, it is the easiest to eliminate.

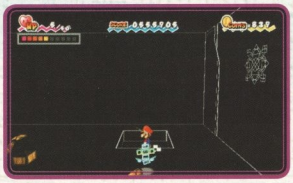
TIP

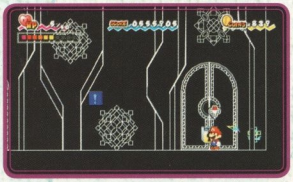
Running low on HP? Use Mario's Dimension Technique when climbing the stairs to avoid the Hammer Bro volleys. Just be mindful of your Flip Gauge. Don't lose HP by zeroing out the Flip Gauge while trying to avoid enemy attacks.



Move the pipe into this position first by hitting the left switch three times.

When you slip into the pipe in the leftmost position, it sends you to a secret room. Three treasure chests inside this chamber contain a Courage Shell, Life Shroom, and—most importantly—a Castle Bleck Key. This key fits the door that Mimi warned you away from. To reach the locked door, flip into 3D. Notice a hole in the floor to the right of the third chest.

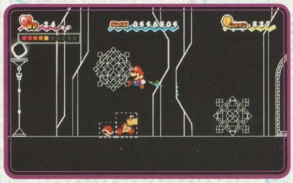


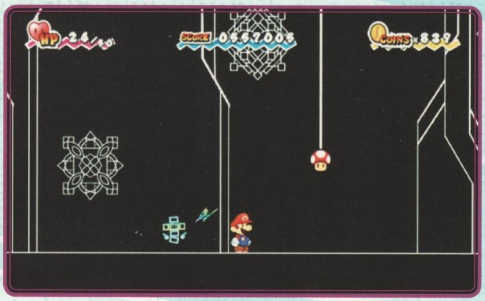


Drop through the hole. You land right in front of the locked door. The blue switch is still there if you're tempted to hit it again. Use the key to slip through the door and access another staircase. It's time to issue a little payback to Mimi for her tricks.

When you reach a break in the stairs, use the nearby door to slip outside the castle again. A landing contains a shuffling Reversya Cursya, just waiting to pull a switcheroo with your controls. Jump on the Reversya Cursya with Carrie as protection and then flip into 3D. A secret path runs off to the left side of the landing. Follow the path to a treasure chest and an always-appreciated Ultra Shroom Shake.

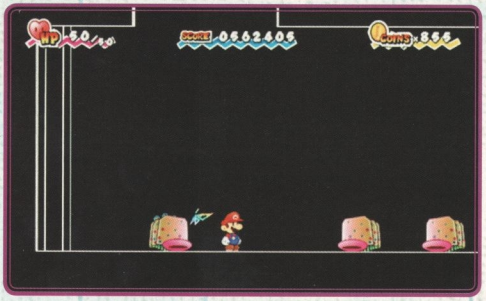
Return to the castle's interior and keep moving right. The Koopa Troopas inside have dimensional powers, so you cannot rely on flipping into 3D to escape attacks. Defeat the Koopa Troopas, and then head through the next door to encounter more of Mimi's playful deceptions.





It's another Shroom dangling from a rope. You remember this routine from Merlee's Mansion.

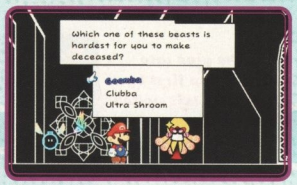
Three Shrooms hang from ropes. If you go for the first two Shrooms (starting at the left) you fall into rooms with a Chromeba and Cherbils, respectively. Falling into these rooms is not required, but it's a good way to score some points and push toward a new level.



Leap for the third Shroom to fall into a room of Shlorps. Feed these creatures some bombs, and a treasure chest appears in the room's center. The next Castle Bleck Key in inside the chest. Leave this room via a pipe against the left wall. Before unlocking the next door, use the Save Block to record your progress.

Merlee's Gambit

next room. When you speak to her, she asks you some rather odd questions about your greatest fears. She asks which monsters rattle you the most. Clubbas? Goombas? Hammer Bros? She also throws in a few curveballs, such as asking if you fear a Thunder Rage. What gives here?

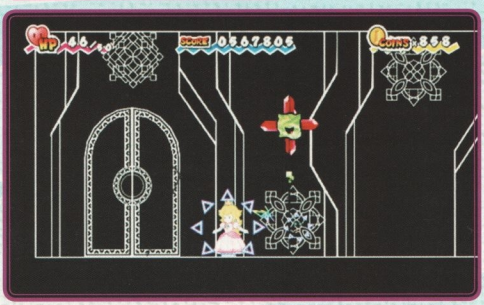


It turns out the Merlee isn't really Merlee at all. Mimi is in disguise once again, trying to set up a series of three tough trials before you finally go toe to toe with the wicked shape-shifter. You can thwart Mimi's plans by not answering her questions honestly, because if you answer "Clubba," you must battle a Clubba in the next room. Outsmart Merlee by picking either the weaker enemies or the items. Instead of facing down fearsome monsters, you'll enjoy a breezy battle or an inventory restocking for free.

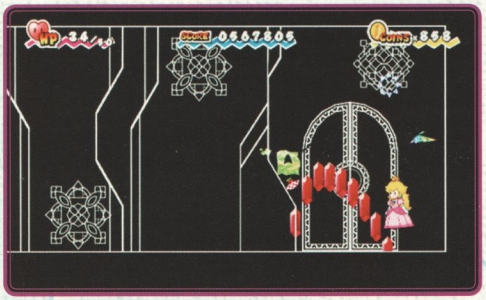
Mimi Strikes Back

When you step into the next chamber, Mimi finally blows her stack. She singles out Peach as the recipient of her rage. She's tired of her always getting rescued by those mustachioed brothers (nobody ever wants to rescue Mimi!), so she decides to challenge Peach without giving you the chance to switch to either plumber. You must now defeat Mimi's spider form using only Peach—but at least you have access to all of the Pixls.

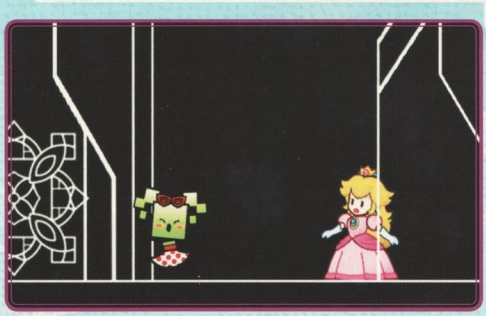
Beat Mimi by following a similar pattern to the bathroom brawl in Merlee's Mansion. Jump on top of the spider head to stun Mimi. When she lowers her head, bounce on it again to cause damage and break off one of the spider legs.

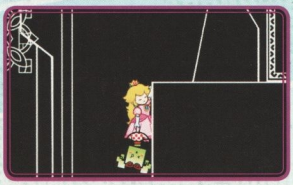


Watch out for Mimi to take to the air and attack with Rubees. Rubees are sharp, and if Mimi crashes into you, you'll lose HP. Use Barry to block Mimi's Rubee charges or hold down on ✣. Note that Peach can deflect all damage by ducking under her umbrella.

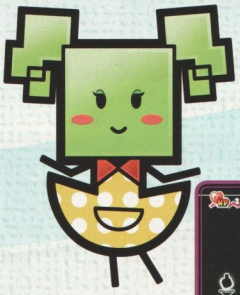


Mimi also attempts to use her Rubee waves to knock you off balance. Fortunately, Peach's glide keeps her aloft long enough for the wave to ineffectually pass below.





After kicking loose all six of the spider's legs, Mimi reverts back to her original form. The Void violently shakes the castle, dropping the floor out from underneath Mimi and Peach. Peach grabs Mimi's hand before she falls into the abyss. Mimi doesn't want her help, but Peach refuses to let go.



Mario and Luigi forge ahead, realizing that Peach is not with them the moment the door clicks shut behind them. They cannot go back and rescue Peach and Mimi now. They must keep moving. The Star Block on the other side of the door ends the sub-chapter.

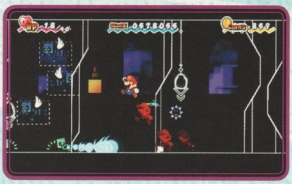
8-3: Countdown to Destruction

Castle Bleck

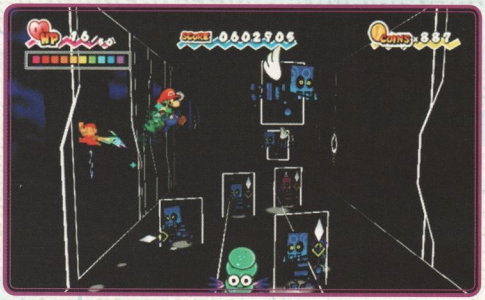
There is no rest for Mario and Luigi, now alone together in Castle Bleck. Bleck's army steps up its attacks, surrounding the remaining heroes in every single chamber. Skellobits charge the duo. Pigarithms squeal through the halls, aiming

to knock the heroes off their feet. Mario and Luigi must keep their wits about them, as these monsters are a minor nuisance compared to the next henchman showdown: Dimentio.

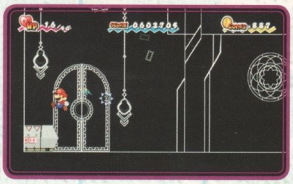
Hard Charge



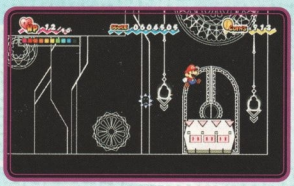
As soon as you start to move through the castle, Skellobombers scream overhead. These menaces drop Skellobait to the floor, wriggling and writhing in your path. You find Speed Flowers and Slow Flowers inside the ? Blocks in this first hall. These blooms triple your point and coin intakes, so don't overlook them. The Slow Flower is especially useful when the Skellobits threaten to overrun you.

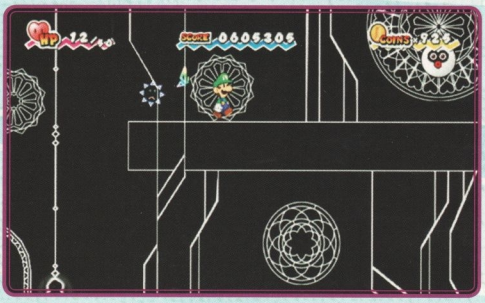


Flipping into 3D no longer works as an escape plan. The Skellobits and Skellobombers mirror your Dimension Technique with their own flipping powers. Watch out for Spiky Skellobits among the troublemakers, and use Carrie to bounce on them if necessary.

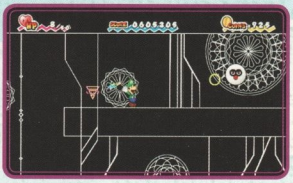


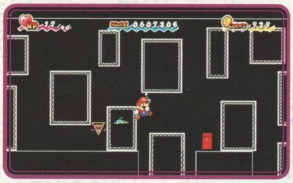
When you reach the end of the first hall, pass through a door and immediately look out for an incoming Pigarithm. Jump as soon as possible to avoid getting steamrolled by the speeding piggy bank. There is a door on the far side of this room, but if you pass through it, you just end up back at the first door.



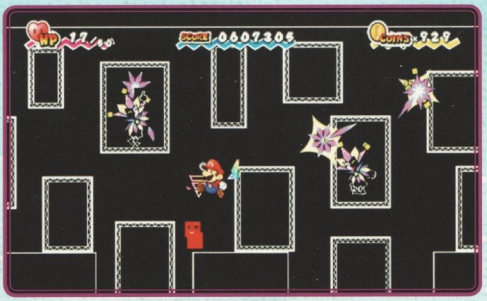


Use Luigi and Slim to unlock the exit. Jump to the ledge above the Pigarithms. A Sobarribad is holding court up here. Use Slim to go skinny. When the Sobarribad lets down its guard, inch forward. Repeat this until you are inside its force field and then jump on the core to neutralize the Sobarribad. Defeating this monster "fixes" the far door. You can now move into the chamber.



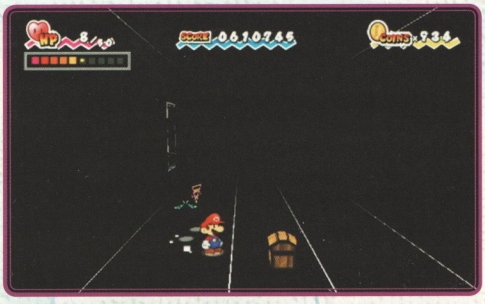


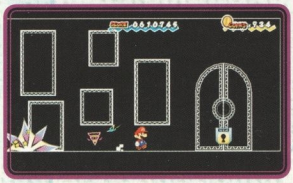
The next room is a hall of mirrors. You must jump across a series of narrow ledges to reach the far side of the hall. Several Longadiles on the ledges stretch out their necks and try to push you into the gaps. Either switch to 3D to step alongside these monsters or use Luigi to get guaranteed height for successful drops square on their heads. (If you hit just the neck, you're likely to bounce off to one side or the other and fall into a gap.)



As you cross the hall, Dimentio and several clones pop out of the mirrors. Jump and duck around their magical attacks.

This hall of mirrors is not what it appears to be. One of these mirrors is actually an open portal accessible only in 3D. You can spot the portal by watching the occasional flashing reflections that dance across the mirrors. The one mirror that remains pitch black is the portal. Flip into 3D and sidle up to the door, ducking any Dimentio attacks.

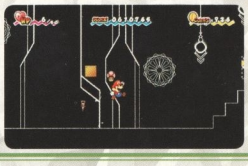




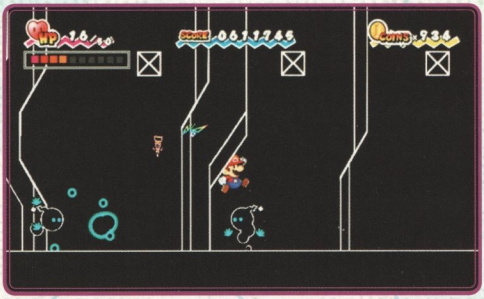
Open a treasure chest on the other side of the mirrors to recover a Castle Bleck Key. Now jump back through the portal and finish hopping across the ledges to reach a locked door. Don't hesitate, because Dimentio will keep firing off magic attacks until you slip through the locked door.

TIP

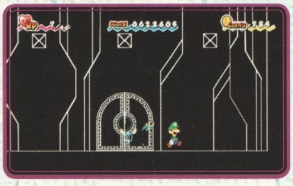
Find a Mushroom in the ? Block on the other side of the locked door.



As you approach the next set of stairs, flip into 3D with Mario. A hole in the base of the stairs leads to a series of secret rooms. At the end of these rooms is a treasure chest with the next Castle Bleck Key. This key is used in the locked door at the top of the stairs, so go ahead and walk into the hole. You must run a gauntlet of Soopa Strikers, so remain in 3D to avoid most of their attacks.

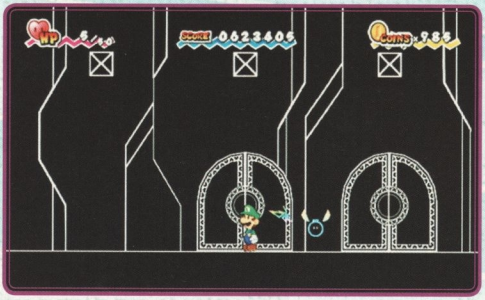


When you pass through the door just beyond the Soopa Strikers, you battle some disappearing-reappearing Blue Magiblots. These creeps hurl bluish ink blots at you before vanishing back into the ether. Magiblots can flip dimension, too, so don't try to escape. Just keep

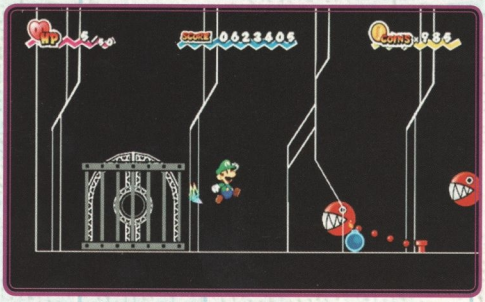


moving so the Magiblots cannot appear "beneath" you, and when they materialize, jump up and then come crashing down on their heads.

There are three blocks above this chamber. They look pretty plain no matter how you view them. Look at them with Tippi. Point at each block until one appears red. Position Luigi under the block and do a high jump to smack it. When you hit the right block, a new door appears. Pass through it to find another block puzzle like this, except now you must avoid Red Magiblots. Use Tippi to identify the block Luigi must strike. This makes another door appear.

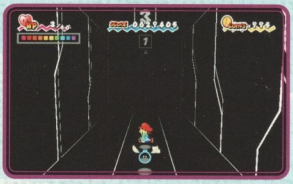


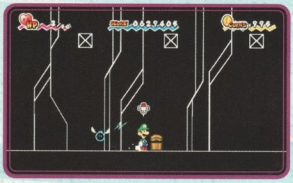
There are Yellow Magiblots beyond the new door. When you bonk the special block (as noted by Tippi) with Luigi, the door at the end of this area shifts, revealing a hidden door just behind it. Now, you have two doors to choose from. Slip into the door on the left if you want to earn some extra points.



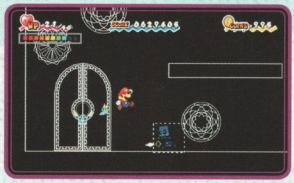
Red Chomps lunge as soon as you step into the next room. Place Boomer within the range of their chains and then back off for the explosion. After you eliminate the Red Chomps, punch the blue switch in the corner to remove the bars that locked you into the room.

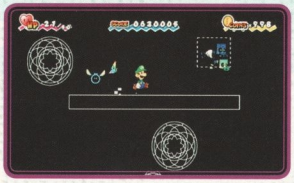
When you use the right door, you enter a chamber with three more blocks—and a whole mess of Magiblots. However, all three of them look special to Tippi. Switch to Mario so you can flip into 3D and view the sides of the blocks. They are numbered, telling you in which order to punch them: Middle, right, left. When you hit the blocks with Luigi in the proper order, a chest rises from the floor. The next Castle Bleck Key is within the chest. Use this key in the locked door at the top of the staircase with the hole in it.



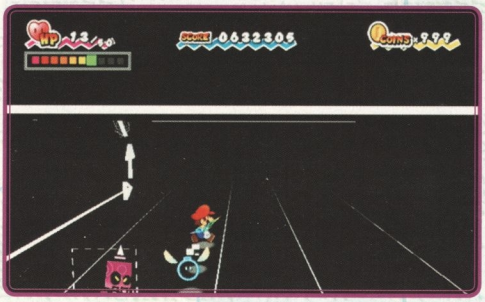


Dastardly Dimentio



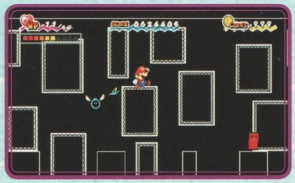


The next chamber is full of Skellobits. These foes charge you as soon as you enter, so be quick with a jump and start clearing out these creatures. When the room is clean, use Mario to flip into 3D. Loop around the ledges on the wall in a specific order to make the exit to this room appear.



Arrows on the wall show the path through the room. Follow the arrows with Mario so you can keep flipping to get your bearings. If you accidentally drop between two ledges

and break the order, you must start over at the beginning of the room. When you follow the arrows correctly, a door appears on the room's right side.

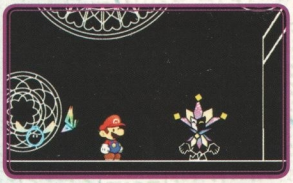


Uh-oh, it's another hall of mirrors. Fortunately, Dimentio is nowhere to be seen—on this side of the wall.

Use the same trick with the reflections to see which mirror is really a portal. Flip into 3D and jump through this mirror to reach the other side.

A sea of Dimentio clones lies beyond the mirrors. The clones do not hurt you, but they obscure the treasure chest that holds the next Castle Bleck Key. Walk through the horde in 2D until you see the icon for opening a door or chest appear above the mass of Dimentio clones. This is the chest. Before hopping back through the empty mirrors, punch the nearby ? Block to retrieve a Super Shroom.

When you open the locked door on the other side of the hall of mirrors, Dimentio confronts you directly. The magician is amused by your efforts. Tippi demands that Dimentio step aside, but the magician has other plans. Dimentio leads you on a wild ride through the other dimensions as they are only seconds away from destruction. To start this roller coaster run, hit the blue switch Dimentio leaves behind. When you enter a dimension, you must run through a short scene, looking for a Fleep marker. Use Fleep on the marker to reveal a switch that sends you to the next dimension.



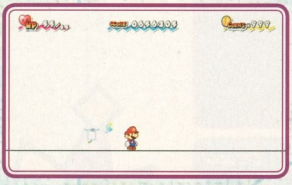
Lineland

Merlee's Mansion

The Tile Pool

Planet Blobule

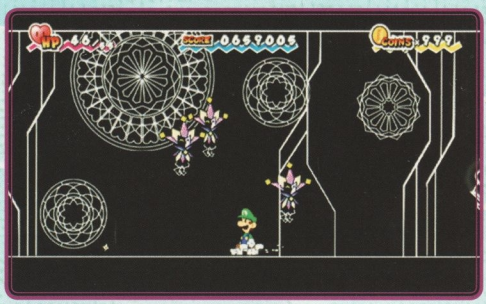
Gap of Crag

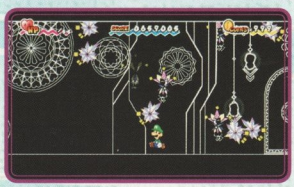


King Sammer's Kingdom

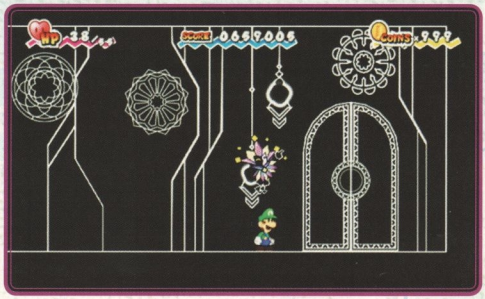
The Underwhere

When you finally catch up with Dimentio, the magician finally relents and challenges you to a duel. He will only fight with his former fellow henchman, Mr. L. This is Luigi's fight, so you must make the most of the super jump technique to banish Dimentio from this dimension.



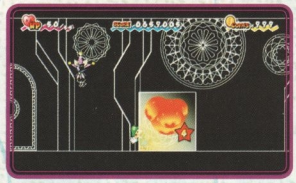


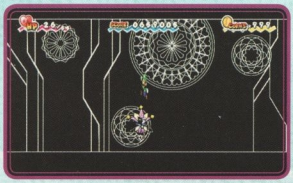
Dimentio rarely attacks Luigi by himself. The magician conjures up clones to obscure his true form, so you must watch him like a Growmeba. Watch what the clones spring forth from—that's your target. When Dimentio rips into three, start running. Don't let the magician and his clones surround you, because it's hard to dodge three magical attacks at the same time.



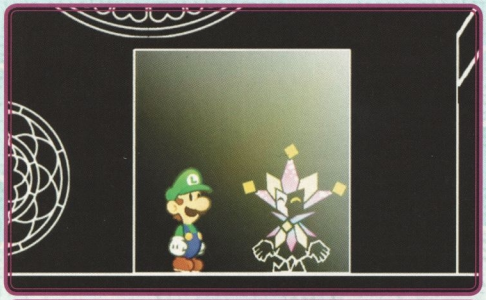
When Dimentio slows to cast a spell, run underneath him. Press down to charge up Luigi's jump and then release to smack the magician right in the chin.

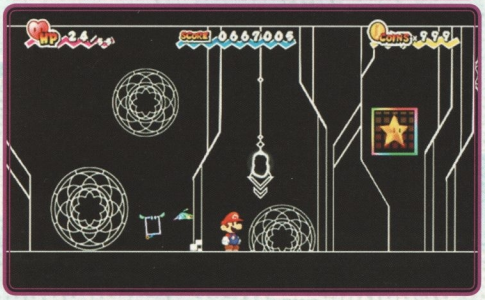
If Dimentio starts drawing squares in the air, you better run. If you are trapped in a square, you're helpless. Dimentio fills the square with fire and injures you.





If Dimentio swoops low to the ground, leap into the air and try to come crashing down on top him.





After you defeat Dimentio, the magician captures Luigi inside another cube. There is no escape. Mario must now press on alone. Leave Dimentio and Luigi to their prison while you seek out the Star Block off to the right. Punch the block to end the sub-chapter, save your progress, and head toward the final showdown with Count Bleck.

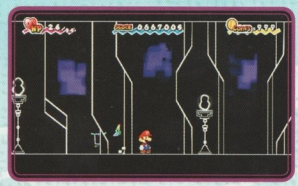
8-4: Tippi and Count Bleck

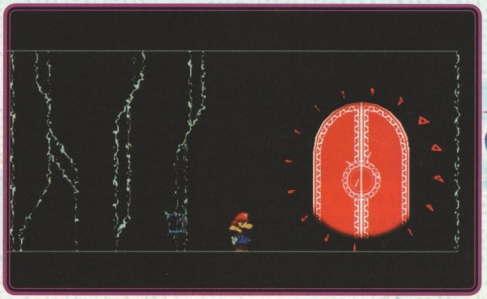
The Castle Keep

With his fellow heroes locked in rooms with Count Bleck's minions, Mario must brave the final rooms of the castle alone. With Tippi at his side, Mario bravely steps through the next door and into a final dash to Bleck's lair. Mario and Tippi must hurry. Maybe if Tippi can reach the count in time, she can remind him that there are still things worth saving in this universe. If not, then all hope is lost and all of the dimensions will collapse into Void, putting a final underline beneath the dreaded words: "game over."

Moving Ledges

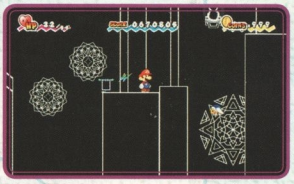
When the sub-chapter begins, the hallway ahead seems strangely empty. You could run straight to the next door, but flip into 3D. Reversya Cursyas and Poison Pokeys indeed line the hall, and they guard ? Blocks full of coins and healing items. Use Boomer to defeat these monsters from a safe distance and clear out the blocks. When you've emptied the hall, flip back into 2D and escape through the next door.

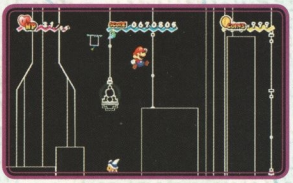


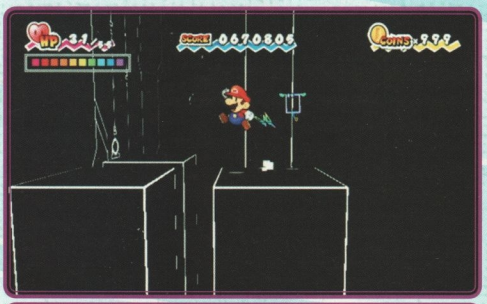


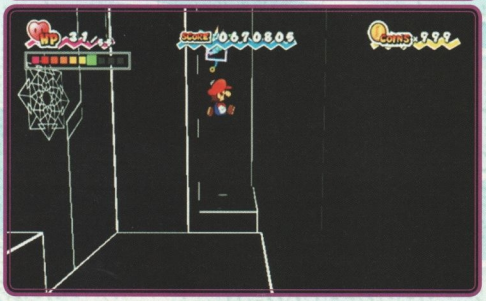
Is this a dead end? Use Tippi to reveal a hidden door that leads deeper into the castle keep.

Mario must cross rising and falling columns in the next room. The gaps between the columns are patrolled by Parabuzzies and Spike Tops that flutter in the darkness. You can bounce off the Parabuzzies to reach the next column, but landing on a Spike Top sends you reeling backward. If you're not careful, the recoil will send you falling into the abyss below.



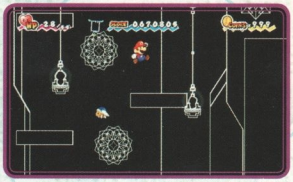


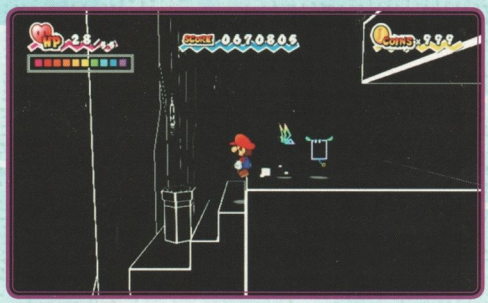


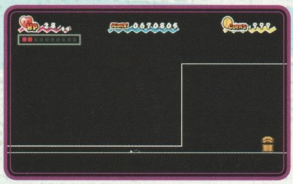


Halfway across the columns, flip into 3D. The columns are stacked horizontally, hiding the quickest route through the room. In 3D, jump to the column to the left and then leap behind the stationary pillar. Keep moving across the columns in 3D to avoid stationary pillars disguised as moving columns. With the columns and backdrops both in black-and-white, the best way to spot a stationary pillar is in 3D.

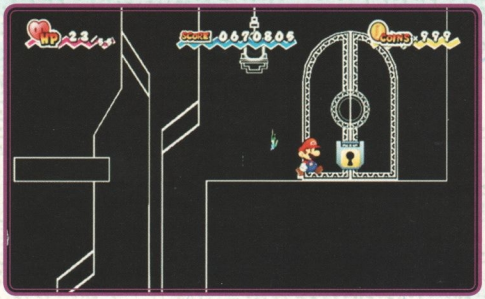
Once you reach the other side of the rising columns, pass through a door. The next room has a series of rising and falling platforms. These are also patrolled by Parabuzzies and Spike Tops. Remain in 2D in this room. Jump across the platforms, taking care not to accidentally ride a falling platform right off-screen.



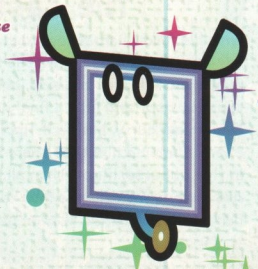


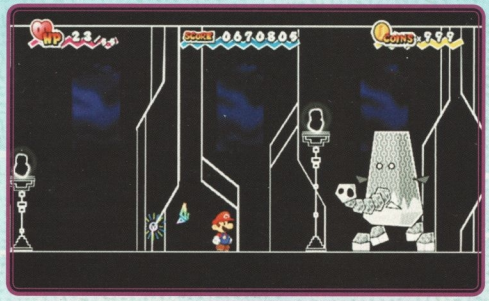


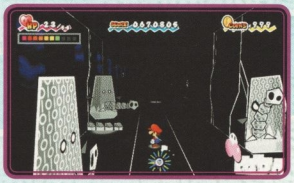
When you reach a landing midway across the room, flip into 3D to spot a pipe off to the left, obscured by a set of stairs. Pass down the pipe. Flip into 3D to spot a small hole in the wall of the chamber below. Use Dottie to shrink. As tiny Mario, run through the little opening in the wall to find a treasure chest containing a key. Return to the moving platforms.



Continue jumping across the platforms to the right and use the key in the locked door.



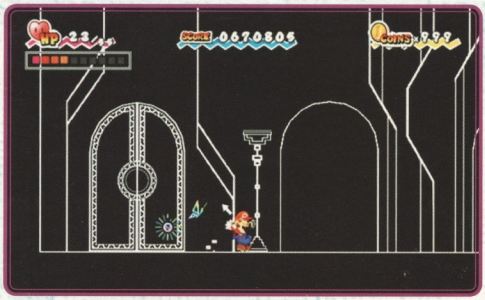


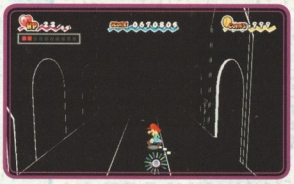


Without Bowser's powerful fire attack, the Mega Muths in the next room pose an ample threat. Flip into 3D and run between the behemoths, avoiding their swinging trunks. The Mega Muths can flip into 3D, too, but they are rather slow. By the time they react to your flipping, you're out of range of their tusks and snouts. Step through the door on the far side of the Mega Muth hall.

Hidden Hallways

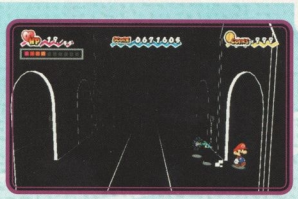
The next section is composed of three hallways. However, each hallway is really a series of corridors stacked parallel to each other. The only way to see the archways that lead to the parallel corridors is to flip—and remain—in 3D. Be mindful of your Flip Gauge, as you cannot afford to sacrifice much HP as you navigate these tricky halls.



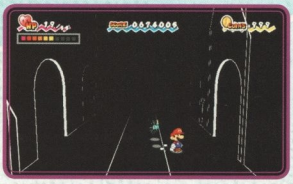


In the first hall, flip as soon as you enter. Run forward until you spot an archway on the left. Pass through it.

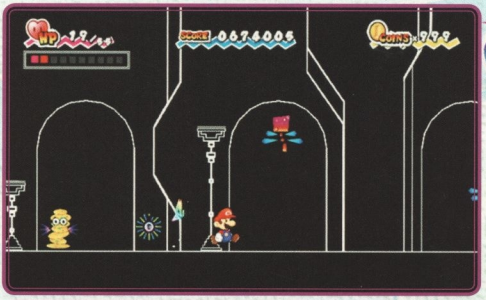
Run across the next hall, passing through the opposite archway.

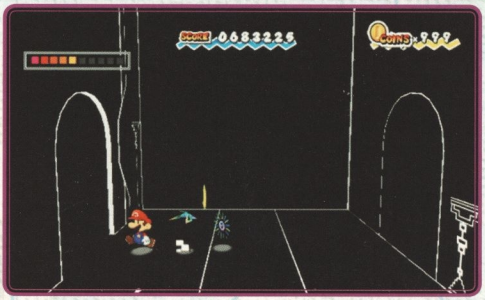


Look out for Pigarithms in the next hall.



Flip again and look for the next set of archways.

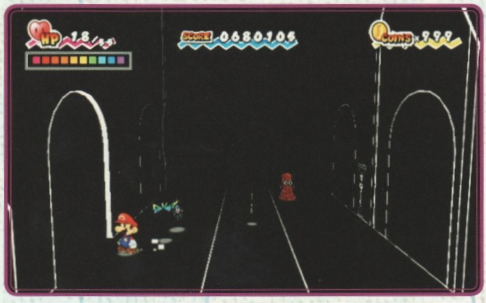




The next hall is loaded with Coptas and Reversya Cursyas. Flip to avoid these threats and run for the door at the end of the hall. In 3D, you can see Koopa Troopas and Goombas in the hall to the left.

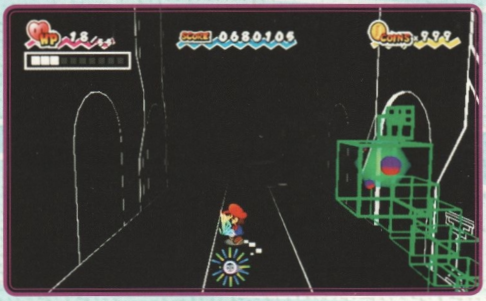
There is a treasure chest on the other side of the Goombas and Koopa Troopas. It contains a Shooting Star.

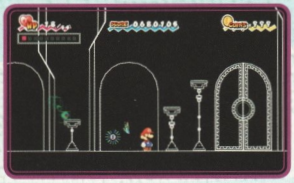
In the second hall, run to the far end and flip into 3D to avoid Cherbils. Pass through the left archway at the end of the first area. There is a Tech Cursya shuffling along the ground. Pass it and head for the hallway with the Poison Pokeys.



Remain in 3D to avoid the Poison Pokeys. Walk down the hall, avoiding the Heavy Cursya, and pass through the archway on the left.

Run down the hall, looking out for Zoing-Oings.

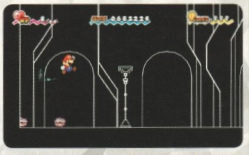


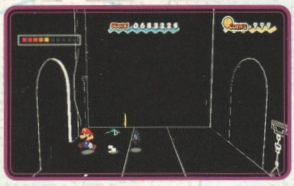


The next hall is full of Hooligons. Bounce on the Hooligons and then exit through the door to the right.

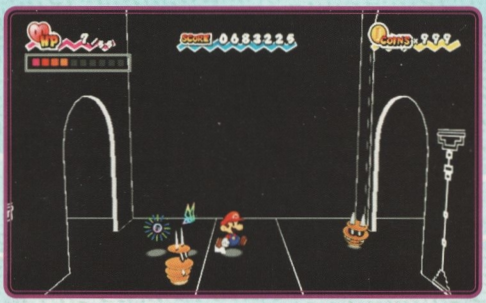
TIP

Low on HP? Check out the archway to the right of the door that led into this hallway. There is a Super Shroom Shake hidden in a hall with a trio of Pink Fuzzies. Open the treasure chest at the end of the hall to find a Super Shroom Shake.

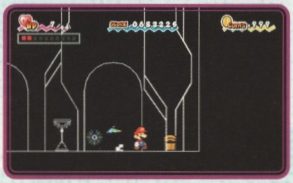




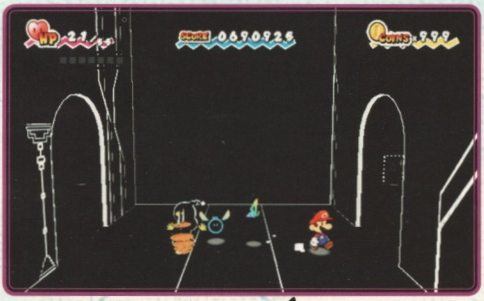
Pass through the hallway with the Yellow Magiblots.



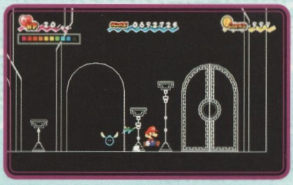
Duck around the Spanias in the next corridor.



Pass the Shlorps at the end of the next corridor and flip into 3D to duck into a new hall. There is an Ultra Shroom inside this hall.



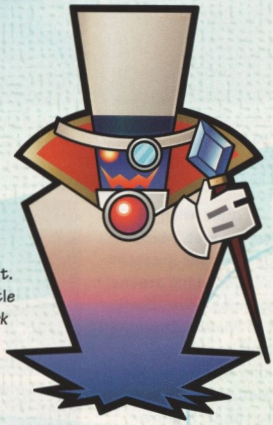
Defeat the Shlorps and head through an archway to the right. Avoid the Spania and Yellow Magiblot. There are Skellobits down at the right end of this hall.



After you defeat the Skellobits, run to the right side of the corridor to find the doorway out of this crazy maze. Next stop: Count Bleck's lair. Head up the next set of stairs and punch the Ultra Shroom from the ? Block at the top. There is a nearby Save Block. After recording your progress, step through the final door to meet your nemesis face to face.

Count Bleck

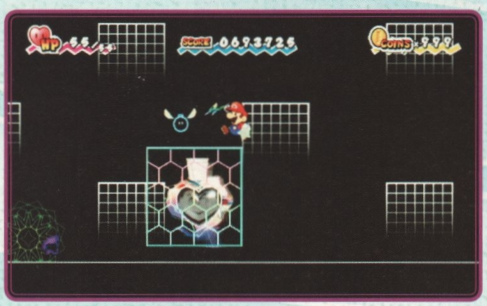
Max HP: 150
ATK: 8
DEF: —



All that dimension-hopping, all the enemy-bonking, all the Pure Heart-collecting—it has come down to this moment. Mario must step into battle with the wielder of the *Dark Prognosticus*, Count Bleck himself. The count is a master of magic, thanks to studying the book and releasing the Chaos Heart. Shattering this duke of darkness's grip over this castle—his very own dimension—will take everything this hero has in him. Can Mario take down Count Bleck like so many other villains in his storied past?

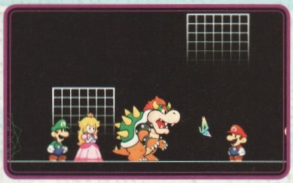
Watch Count Bleck's magic wand. When the count lifts it into the air, he is preparing to cast a dark magical spell. When Bleck brings the wand down, a mini-Void slithers through the sky, zeroing in

on Mario. Run from this attack, using the assortment of platforms to put distance between you and the count. It's tough to get close to Count Bleck, as he always raises his wand when you approach. Try to get beneath the count and jump up the platforms to close the gap and mount some sort of counterattack.



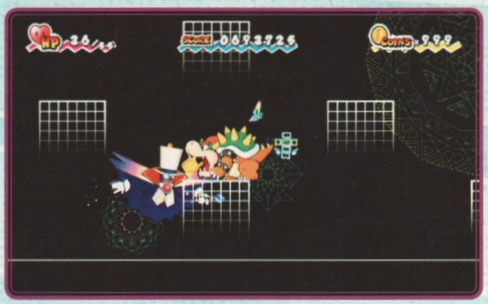
No matter what you try—whether it's a ground-pound with Thudley or one of Boomer's bombs—the Chaos Heart shields Count Bleck. His defenses are impenetrable.

Just when all seems lost, Mario can use the greatest weapon in his arsenal against Count Bleck: His friends. The castle stabilized long enough for the rest of the heroes to run to Mario's aid. Surrounded by true friends (Bowser included), Mario can unleash the power of the Pure Hearts. The Pure Hearts spring forth from the band of heroes and surround Count Bleck, shattering the Chaos Heart shield. Now choose any of the heroes to attack Count Bleck and end his terrible plot.



Bowser and Carrie have served you well before, and they are a killer combo against Count Bleck, too. Bowser's double ATK power is just too much to resist.

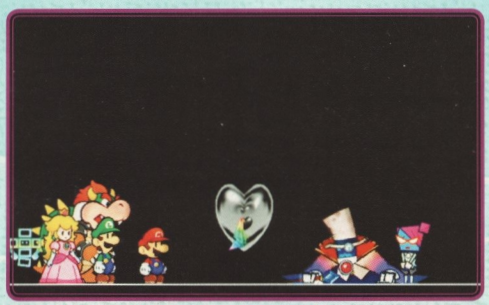
If you are struck by one of Count Bleck's spells, you may slow down or speed up.



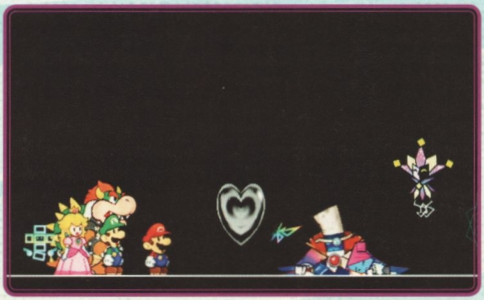
Use Carrie's extra jump strength to bound across the platforms, deftly avoiding Count Bleck's wand attacks. When you see the count slow down to cast a spell (look for him to spread his cape), quickly rush in and deliver a hot fire breath blast. Hold ✣ to really let it rip—you might be able to hit Count Bleck twice before he flees.

Carrie's jumping prowess also helps Bowser mount bouncing attacks. Bowser's fire breath is always preferred, but if Count Bleck swoops beneath you, jump down on his stovepipe hat with Carrie. The force of the impact injures Count Bleck. Scoot off to the side before he casts a spell as revenge. Dodge whatever spell Count Bleck hurls at you, and then zip in to deliver another fire attack.

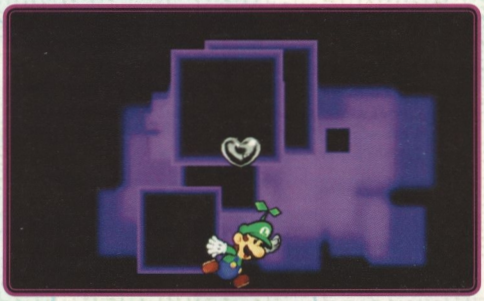
Even though Count Bleck has 150 HP, Bowser's double ATK rating whittles his health away with only seven or eight straight-on attacks. As long as you remain mobile and never slow down long enough for Bleck to set his sights on you, Bowser's greater attack capabilities will always win the day.



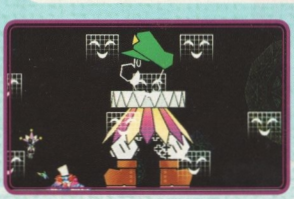
Count Bleck slinks to the ground in defeat, but he fears it is too late to stop the devastation he has wrought.



Suddenly, a magic spell targets Count Bleck. Nastasia springs into action, absorbing the attack. Mario and Tippi are showing mercy—who is this sneaky attacker who wants to finish off Bleck just at his moment of realization?



It's Dimentio. He knew Count Bleck didn't have it in him to finish the job. Dimentio banishes Count Bleck to Dimension D while he calls upon a former fellow henchman to help him finish the fight: Mr. L.

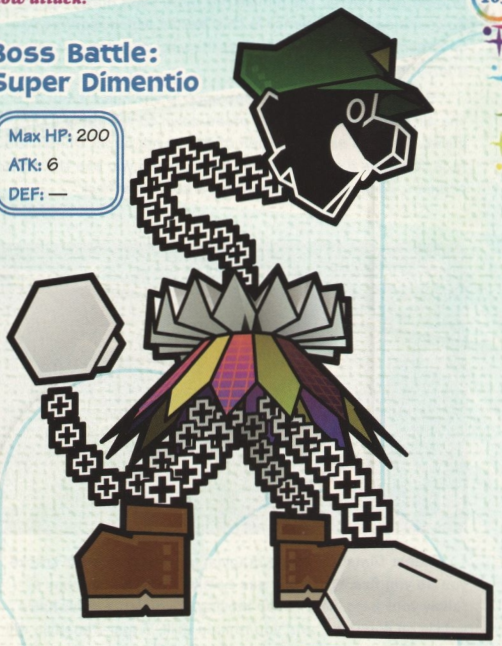


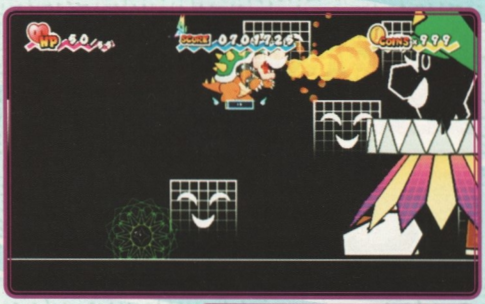
Dimentio uses the power of the Chaos Heart to create Super Dimentio, a colossal puppet that is almost unstoppable.

Just when all seems lost, Count Bleck's henchmen rejoin him in Dimentio's parallel dimension. They choose to stick with their friend, too. This unlocks the power of Pure Hearts again, which saps the invincibility of the Chaos Heart from Super Dimentio. Mario and the heroes can now attack.

Boss Battle: Super Dimentio

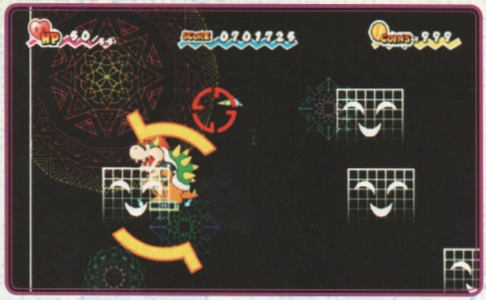
Max HP: 200
ATK: 6
DEF: —



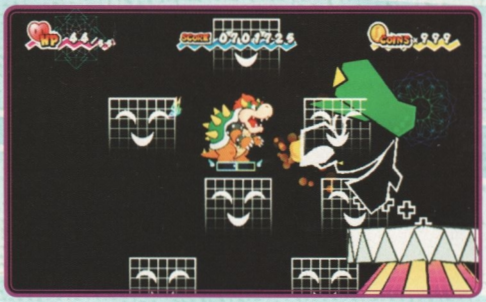


Super Dimentio is a massive monster that dominates the entire chamber. This larger-than-life puppet roars to its full height and then stomps toward you slowly at first, lulling you into a false sense of security before it lunges with its head. Whereas Mario might be nimbler at getting away from this hulk, there is no better combination than Bowser and Carrie. The nimble Pixl more than makes up for Bowser's speed deficiency in this battle, which requires you to essentially jab and feint. But instead of using swords, you must use Bowser's fire breath.

Super Dimentio's only weak spot is the head. Leap into the air with Carrie and then press down to release a flame burst. You just need one rush of fire to hit Super Dimentio's face to cause damage. Do not linger. When you see the attack connect, back off and prepare for a counterattack.

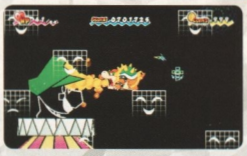


Super Dimentio has a magical laser attack that tracks you as you flee. When you see several sets of crosshairs follow your hero, never stop moving. If you let a crosshairs settle on your hero and you remain still, Super Dimentio will strike. Do not stop moving until the last of the crosshairs fade away. Once the scene is clear, you can concentrate on getting back in the brute's face.



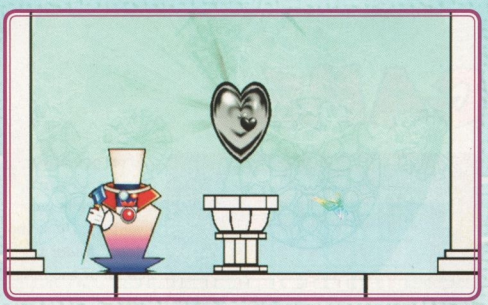
Super Dimentio will extend its neck to strike. When the neck is outstretched, jump up the platforms to get close enough to strike.

TIP



Keep a mental note of Super Dimentio's damage. Think about how strong your ATK is and then keep subtracting it from Super Dimentio's HP with every hit. If you've almost finished it off, go ahead and brave a crosshairs or two to get close enough and deliver a face shot.

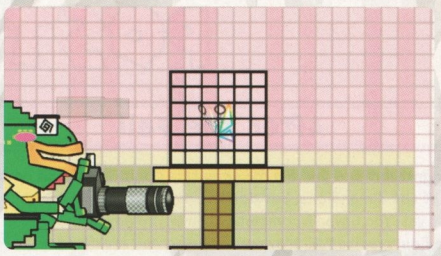
As soon as Super Dimentio falls, Count Bleck and his henchmen rejoin the heroes. Only mere seconds remain before the Void consumes all. The count must take action to reverse the Void, but to do this, he requires the love and trust of Tippi. Does she still love her Bleck? Her Blumiere?



Count Bleck warps the heroes out of the crumbling castle and to the side dimension where he once fulfilled the marriage vows of Bowser and Peach. This is where the Chaos Heart was born, and this is where it shall die. Before an altar, Bleck and Tippi (Blumiere and Timpani) proclaim their eternal love for each other at the last possible second. The Pure Hearts explode forth, engulfing the pulsing Chaos Heart and snuff it out of existence.

Count Bleck sends the heroes and his henchman back to Flipside before this side dimension closes forever. He and Tippi are sealed within the dimension together, where they can remain with each other forever—sharing a love that was once cruelly denied to them. As a result, the dimensions are stabilized. The Void is reversed. The prophecy of the *Dark Prognosticus* does not come to pass.

Author Flippery



Actually, the answer to that last question is "yes." Well, "sorta." Tippi never rejoins your merry band. As a result, you lose the ability to scan scenery for hidden blocks, ladders, and door. You can no longer point to enemies and uncover their secrets. Or can you?

Remember Francis? If you return to the Bitlands to see the super-nerd, you discover that he has constructed a robotic model of Tippi: Tiptron. For 999 coins (that will buy Francis a lot of comic books), Francis will sell his Tiptron model to you. You may not have the real Tippi back in your party, but at least you have access to her very special skills again.

POST-GAME

After the Fall

Congratulations are due for defeating Count Bleck and saving all of the dimensions, but don't turn off your Nintendo Wii just yet. You haven't completed the entire adventure. After the final credits roll, Mario and the heroes are still free to roam the dimensions, visit the Crags, peek in on Francis, and chat up the Pure Heart guardians such as Merlumina. You can also compete in the Pit of 100 Trials you discovered in the basement of Flipside or hunt down treasure from maps bought at Flamm in Flopside.

If you want to squeeze the most out of *Super Paper Mario*, this chapter is made just for you. We'll show you exactly where to find all 48 hidden treasures, detail the hundreds of creature you must fight in the Pit of 100 Trials, and show you the tournament structure for Sammer Guy's challenge from Chapter 6. So, what are you waiting for? There's still a lot for our heroes to do, so get out there and keep exploring the universe.

NOTE

Technically, you only have to wait for the post-game to complete the Sammer Guy 100 challenge. However, chances are you'll defeat Count Bleck before finishing the Pits or digging up all of the hidden treasure with Fleep.

Treasure Maps

While exploring Flopside after completing Chapter 4, you should have encountered Flamm in the basement, next to the Flopside beverage shop. Flamm has 48 treasure maps for sale at different prices. Flamm sells only 12 maps at a time, so once you buy the 12th map, leave Flopside and return to see the new map selection.

Flamm's prices are all over the map, so check out which treasure is associated with each map to determine which you want to buy.

After you buy a map from Flamm, it appears in your inventory. Open the "Maps" folder to view all of the maps in your possession. Each map shows a section from one of the dimensions, plus a small hint as to where you need to look. If you've played the whole game, you'll easily recognize which dimension you need to visit, but maybe not which sub-chapter. Our map list shows you exactly which sub-chapter you need to visit, plus a picture of the precise location of each treasure.

When you reach the site of a hidden treasure, use the talents of the Pixl Fleep to uncover your goodies. But there are no Fleep markings over the treasure. You must navigate Fleep over the exact spot and flip the scene to shake the treasure loose from its hiding place. Then you must actually pick it up and add it to your inventory for the map to be checked off in the "maps" section. If you are carrying too much stuff, discard one of your other items to make sure the map is properly catalogued as complete. Once you have the treasure, either complete the sub-chapter for points and coins or warp back to Flipside.

TIP

Looking for rare cards to complete your collection? This treasure hunt fills in several empty spaces.

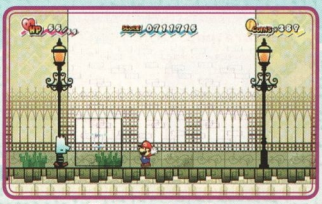
NOTE

Flamm's maps can prove expensive. Fortunately, some of the maps lead to Gold Bars, which you can sell for a solid profit at the ship on 1-2 and recoup some of your coins.

Map 1

Location: Flipside 3rd Floor **Treasure:** Gold Bar

Treasure map



Treasure location

Pick up this first treasure on the third floor of Flipside, near the ground.

Map 3

Location: Flipside B1 **Treasure:** Ultra Shroom Shake

Treasure map

Treasure location

Apparently Flamm never told Flimm that he was sitting next to some hidden treasure.

Map 2

Location: Mirror Hall **Treasure:** Welderberg Card

Treasure map

Check the Mirror Hall, the passage between Flipside and Flopside, for the second treasure.

Treasure location

Map 4

Location: Flipside B1 **Treasure:** King Sammer Card

Treasure map

Peek in the arcade hidden inside the Flipside beverage shop to find a rare King Sammer Card.

Treasure location

Map 5

Location: Flopside 3rd Floor **Treasure:** O'Chunks Card

Treasure map

Treasure location

The O'Chunks Card is hidden in the shadow of the dark Flopside Tower.

Map 6

Location: 1-1 **Treasure:** Bestovius Card

Treasure map

Have Fleep check the window of Bestovius's House for a card bearing the wizard's face.

Treasure location

Map 7

Location: 1-2 **Treasure:** Golden Leaf

Treasure map

Treasure location

A valuable Golden Leaf is hidden in front of the tall ledges in Chapter 1-2.

Map 8

Location: 1-2 **Treasure:** Brobot L-type Card

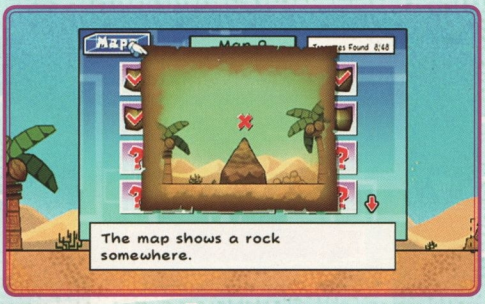
Treasure map

Treasure location

Green's House is the perfect hiding spot for the coveted Brobot L-type Card.

Map 9

Location: 1-3 **Treasure:** Gold Bar x 3



Treasure map

Running low on coins? Check the rocks of Yold Desert for this fat payday.

Treasure location

Map 10

Location: 1-3 **Treasure:** Fracktail Card

Treasure map

Treasure location

Fracktail's secrets are revealed when you use Fleep at this spot and find the boss's card.

Map 11

Location: 1-4 **Treasure:** Merlumina Card

Treasure map

Treasure location

Merlumina's card is tucked away in the blue-toned chamber beneath the site of your battle with Fracktail.

Map 12

Location: 2-1 **Treasure:** Shooting Star

Treasure map

Discover a Shooting Star with Fleep at the very end of this sub-chapter. Scan the starry skies above the creepy old house.

Treasure location

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Map 13

Location: 2-2 **Treasure:** Catch Card SP

Treasure map

Treasure location

Before entering the old house, use Fleep to find a useful Catch Card SP. Maybe you can capture a powerful enemy with this card!

Map 14

Location: 2-2 **Treasure:** Gnip Card

Treasure map

Look inside the house to find the Gnaw Card, based on the watchdog patrolling Mimi's office door.

Treasure location

Map 15

Location: 2-3 **Treasure:** Mimi Card

Treasure map

Treasure location

Peek inside Mimi's office to find her card. Place Fleep over the sign above the door and start flipping.

Map 16

Location: 2-4 **Treasure:** Gold Bar x 3

Treasure map

Some pretty awesome treasure is hidden beneath the giant stairs leading down to the basement of the old house. You must flip to get in position, though.

Treasure location

Map 17

Location: 2-4 **Treasure:** Dried Shroom

Treasure map

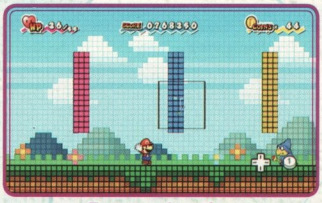
You have to run through the whole basement to reach the women's bathroom and find this treasure.

Treasure location

Map 18

Location: 3-1 **Treasure:** Back Cursya Card

Treasure map



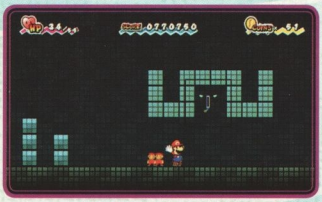
Treasure location

You don't want to risk getting close to a Back Cursya with a Catch Card, so just pick it up from 3-1 without worry.

Map 19

Location: 3-1 **Treasure:** Ultra Shroom Shake

Treasure map



Treasure location

Dive beneath the surface in 3-1 to snag a useful Ultra Shroom Shake. Save it for when you tackle one of the Pits of 100 Trials.

Map 20

Location: 3-2 **Treasure:** Big Blooper Card

Treasure map

Remember where the first Blooper tentacle poked out of the ground? Return to that spot and use Fleep. Just watch out for the swirling currents.

Treasure location

Map 21

Location: 3-2 (Post map room)

Treasure: Power Plus

Treasure map

Now, this is a treasure worth spending time on—the Power Plus increases your ATK by one point permanently. Look for it in the map room that revealed the proper post positions.

Treasure location

Map 22

Location: 3-3

Treasure: Dimentio Card

Treasure map

Treasure location

Scramble to the top of the giant tree to find the Dimentio Card.

Map 23

Location: 3-4

Treasure: Tiptron Card

Treasure map

Treasure location

Use Fleep to search through Francis's junk in the computer room and find the Tiptron Card. What's Tiptron? Why, it's the mechanical model of Tippi that Francis created after the Pixl left with you.

Map 24

Location: 3-4

Treasure: Francis Card

Treasure map

The toy room opposite of the computer lounge hosts the Francis Card. It's totally hi-technical!

Treasure location

Map 25

Location: 4-2 **Treasure:** Squirps Card

Treasure map

Treasure location

Have Fleep check out the outhouse door to find the Squirps Card.

Map 26

Location: 4-2 **Treasure:** Hooligon Card

Treasure map

Treasure location

The old man who sold you the ancient secret (which doubled as toilet paper) is also hiding a Hooligon Card in his house.

Map 27

Location: 4-3 **Treasure:** Mr. L Card

Treasure map

Treasure location

Fly through deep space to find the Mr. L Card outside the cosmic convenience store.

Map 28

Location: 4-4 **Treasure:** Brobot Card

Treasure map

Treasure location

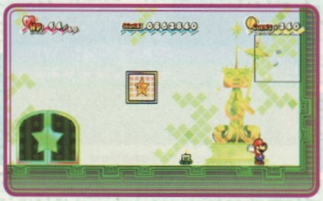
The Whoa Zone is still a wacky place where gravity holds little control. The Brobot Card is in the room where you must drop to the ceiling next to some stairs.

Map 29

Location: 4-4 **Treasure:** HP Plus

Treasure map

An HP Plus lies hidden above the statue of Squirpe's mother.



Treasure location

Map 30

Location: 5-1 **Treasure:** Muth Card

Treasure map

If Flint Cragley could stop hogging the spotlight, you could use Fleep near the stage to find a Muth Card.

Treasure location

Map 31

Location: 5-1 **Treasure:** Flint Cragley Card

Treasure map

Head through the sub-chapter, stopping at the tiny pipe near the end of the stage. The Flint Cragley Card is hidden here.

Treasure location

Map 32

Location: 5-2 **Treasure:** Fire Burst

Treasure map

Treasure location

There's a Fire Burst hidden at the volcano's crater. Flip Fleep right at the smoking summit.

Map 33

Location: 5-2 **Treasure:** Ultra Shroom Shake

Treasure map

Treasure location

Head down inside the volcano to find an Ultra Shroom Shake with Fleep.

Map 34

Location: 5-3 **Treasure:** Shooting Star

Treasure map

Use Fleep at the end of this sub-chapter to find the hidden Shooting Star.

Treasure location

Map 35

Location: 5-3 **Treasure:** Hornfels & Monzo Card

Treasure map

Most mine cart rides look the same at their stopping point, so check out the end of the second mine cart to find this character card.

Treasure location

Map 36

Location: 5-4 (Maze with skull graffiti) **Treasure:** Poison Shroom

Treasure map

Treasure location

Flip Fleep near this pipe and door to find a Poison Shroom hidden in the minor maze with the skull graffiti.

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Map 37

Location: 5-4 **Treasure:** King Croacus Card

Treasure map

Treasure location

King Croacus's card is hidden behind the blue painting of a previous flowery monarch.

Map 38

Location: 7-1 **Treasure:** Jaydes Card

Treasure map

The Jaydes Card is at the top of the very first fountain you encounter in the Underwhere.

Treasure location

Map 39

Location: 7-1 **Treasure:** Underhand Card

Treasure map

Treasure location

The far bank of the sorrowful river is the site of this treasure, a card of the spooky Underhands.

Map 40

Location: 7-2 **Treasure:** Trial Stew

Treasure map

Treasure location

Revisit the old hags at the top of 7-2 to uncover a Trial Stew. Just don't eat it—it's devastating to your HP.

Map 41

Location: 7-2 **Treasure:** Underchomp Card

Treasure map

The Underchomp Card is at the very end of 7-2, near the edge of the Underwhere Stairs.

Treasure location

Map 42

Location: 7-3 **Treasure:** Gold Bars x 3

Treasure map

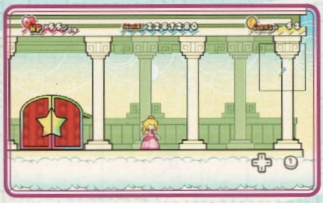
Treasure location

Refill your coins with the three gold bars hidden at the Yellow Apple tree on cloud 49.

Map 43

Location: 7-4 **Treasure:** Grambi Card

Treasure map



Treasure location

Head for the Overthere Sector 5 and use Fleep on the last pillar to earn Grambi's card.

Map 44

Location: 7-4 **Treasure:** Luvbi Card

Treasure map

The Luvbi Card is in Overthere Sector 8, next to the trio of arches.

Treasure location

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Map 45

Location: 7-4 **Treasure:** Bonechill Card

Treasure map

Treasure location

Ascend the stairs to Grambi to find the Bonechill Card. The card is on the seventh step from the top.

Map 46

Location: 8-1 **Treasure:** Nastasia Card

Treasure map

Treasure location

The Nastasia Card is tucked in the wall above the spot where you must jump over a couple Mr. I enemies.

Map 47

Location: 8-3 (2nd Hall of Mirrors) **Treasure:** Super Dimentio Card

Treasure map

Treasure location

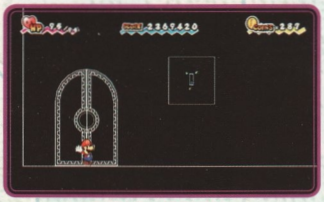
Look at the fourth mirror in the second hall of mirrors (where you spotted Dimentio) to find the super-rare Super Dimentio Card.

Map 48

Location: 8-4 (Last door) **Treasure:** Count Bleck Card

Treasure map

This map doesn't explain much—a lot of doors look the same in Count Bleck's black-and-white castle. This last treasure is hidden above the door in the castle's very last chamber.



Treasure location

Sammer Guy 100

Now that the Void has been stopped, King Sammer's kingdom is restored to its former glory. Return to the sixth door on top of the Flipside Tower and head back into Sammer's dimension. Everything is in its rightful place, including the 100 gates and guards. King Sammer would love for you to put on a show of strength and courage, plowing through his 100 guards.

This challenge is divided into four sections, each with 25 guards. After you defeat 25 guards, you can save your progress by hitting a Star Block. However, you cannot use the Return Pipe to go back to Flipside and then rejoin the challenge at the same point. If you leave the chapter, you must start the challenge all over. Each set of 25 fights also represents a sub-chapter, so the first 25 fights are Chapter 6-1, the next 25 are Chapter 6-2, and so forth. You do not have to complete this challenge, but you'll miss out on eight awesome cards if you skip it. You want the full 256-card collection, don't you?

TIP

You can use any hero in this challenge, but Bowser's flames are perfect for burning guards before they get too close. Use Carrie so Bowser can move faster, jump higher, and drop down on pointy-helmeted guards without taking damage.

Chapter 6-1

Sammer's Guards 1–25

Gate	Guard
1	Jade Blooper
2	Hill with Eyes
3	Puffing Fist
4	Squatting Birdo
5	Leeping Cheep
6	Master Wiggler
7	Shoe of Kuribo
8	Guy Who Fry
9	Screaming Mantis
10	Koopa in Winter
11	Footsteps of Coins
12	Urchin Lung
13	Crow Who Eats
14	Swollen Tongue
15	Slipping Grip
16	Clammy Hand
17	Forbidden Slap
18	Hairy Arantula in the Grass
19	Another Castle
20	Rolling Thwomp
21	Thrashing Prawn
22	Thousand-Year Roar
23	Unshy Guy
24	Useless Badge
25	Sunshine Flood

Forbidden Slap

Sunshine Flood

TIP

If a guard keeps back from Bowser's flames, face away from the enemy until he draws near. Quickly turn and breathe fire before he can back out of range.

Chapter 6-2

Sammer's Guards 26–50

Gate	Guard
26	Grandmaster Kickface
27	Soaring Cape
28	Yowling Yux
29	Mystical Whistle
30	Laughing X-Naut
31	Dances on Turtles
32	Fathomless Chasm of Falling
33	Thirsting Bones
34	Molten Panther
35	Peeking Boo
36	Action Commander
37	Bullet III
38	Sliding Shell
39	Software Pirate
40	Flailing Boom Boom
41	Sun of Displeasure
42	Furious Fang of Goomb
43	Zesty Recipe
44	Bob the Silent Blade
45	Fruit in Belly
46	The Last Sheep
47	Infinity Shlurp
48	Spanner of Rock
49	Star of Seven Shards
50	Avalanche

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Grandmaster Kickface

Laughing X-Naut

TIP

Tiny guards such as Sliding Shell move quickly. Allow them to jump over and then charge you. When they rush in to hit you, lay down a blast of flame to torch them.

CAUTION

Not all guards fight alone. If the battle takes a while, Ninjoes will drop from the ceiling and throw shuriken at you, so try to finish your foe as quick as possible.

NOTE

Some guards, such as Star of Seven Shards, know the Dimension Technique.

Chapter 6-3

Sammer's Guards 51–75

Gate	Guard
51	Weeping Pokey
52	Hammer Uncle
53	Squatting Toad
54	Ageless Goomba
55	The Negative One
56	Warping Pipe
57	Piranha Root
58	Over the Flagpole
59	Cheep Chop
60	Raging Blaarg
61	Sleeping Turnip
62	Way of the Blooper
63	Phanto Grin
64	Invisible Brock
65	Chomp of Eternity
66	Monty Who Waits
67	Mustard of Doom
68	Peanut Butter Pider
69	Wrath of Whacka
70	Wandering Spiny
71	Steel Clubba
72	Staggering Dizzy Fuzzy
73	Upward Leaping Ninji
74	Bronze Shroom
75	Lakitu Storm

Peanut Butter Pider

Lakitu Storm

Chapter 6-4

Sammer's Guards 76–100

Gate	Guard
76	Micro Boomba
77	Ripper van Fish
78	Infinite Jump
79	Alternate Path
80	Dayzee the Merciless
81	Smiling Cloud
82	Inferno Flower
83	Pidgit on Wind's Breath
84	Bullet Bill
85	Bounding Star
86	Plugged Snifit
87	Metal Cap
88	Belly of the Yoshi
89	No Charging Chuck
90	Vine into Clouds
91	Quizmo Question That Has No Answer
92	Walking Ptooie
93	Fuzzy on Face
94	Coin Harvester Without Remorse
95	Cloak of Tanooki
96	Glitz Blade
97	Block of POW
98	Sensei Ruff Puff
99	Pit of Crying Shames
100	End Boss

Block of POW

Fuzzy on Face

End Boss, the final challenger at gate 100, is a behemoth—so attack him with Bowser and Carrie. Lure End Boss off the gate to the left so he must jump down the stairs. While he is jumping, start breathing fire at his landing zone. End Boss will touch down right in your line of fire and suffer damage. Keep laying on the flames to deplete the boss's HP and complete Sammer's outrageous 100-battle challenge.

When you leave the 100th gate and approach Sammer, the king blankets you in praise. He thoroughly enjoyed watching the fights, and as a reward, he gives you a slew of ultra-rare cards from *Paper Mario—The Thousand-Year Door*: Goombella, Koops, Madame Flurrie, Yoshi, Vivian, Admiral Bobbery, and Ms. Mowz.

Flipside Pit of 100 Trials

The Flipside Pit of 100 Trials, hidden in the Flipside basement, is home to a considerable challenge for our heroes. You must fight through 100 rooms, each filled with enemies. The only way to move on to the next room is to find the Pit Key, which has been hidden inside one of the enemies. The enemy with the key is randomly selected. It may be the first baddie you attack, it may be the very last one. Once you have the Pit Key, you can move on to the next room, leaving behind undefeated monsters.

You get a break at every 10th room. There is a treasure chest with a prize inside. In the Flipside Pit of 100 Trials, you discover several Pixl cards. You cannot save your progress, but you can exit the Pit of 100 Trials if so desired. Just know that if you return, you must start at the first room. If you perish in the Pit, you also must start over from the first room. You also occasionally spot Flimm in these breather rooms. His inventory is random and his prices change all of the time. If he offers a health item, buy it!

CAUTION

Enter the Pit of 100 Trials with several HP-refilling items such as Ultra Shroom Shakes. And don't hesitate to use them, either. Nothing is worse than being stingy with power-ups and accidentally getting eliminated in, say, room 84.

Author Flippery

Long-time Nintendo fans might recognize the background at the Pit of 100 Trials. It looks like an old Game & Watch, the monochrome LCD games Nintendo sold before the original NES in the 1980s. Some of the original Game & Watch handheld were dual-screens stacked on top of each other. Were these the inspiration for the Nintendo DS?

Pit Structure

We have divided the 100 rooms from the Flipside Pit of 100 Trials into groups of 10, including the prize awarded for each milestone.

Rooms 001–009

Room	Enemies
001	Squiglet
002	Goomba
003	Squiglet, Squig
004	Sproing-Oing
005	Goomba, Gloomba

Room	Enemies
006	Cherbil
007	Sproing-Oing, Squig
008	Squiglet, Squig
009	Gloomba, Poison Cherbil

Prize: Tippi Card

Room 001: Squiglet

Rooms 011–019

Room	Enemies
011	Koopa Troopa, Paratroopa
012	Spiked Goomba, Paragoomba
013	Bald Cleft, Shlurp
014	Goomba (Dimensional), Koopa Troopa
015	Boomboxer, Shlurp

Room	Enemies
016	Tileoid G, Koopa Troopa
017	Koopa Troopa (Dimensional)
018	Squig, Buzzy Beetle
019	Squiglet, Koopa Troopa, Koopatrol

Prize: Thoreau Card

Room 014: Goomba and Koopa Troopa

Rooms 021–29

Room	Enemies
021	Spiny
022	Boo, Gloomba
023	Fuzzy, Cherbil
024	Sproing-Oing, Boing-Oing
025	Chomp

Room	Enemies
026	Paragoomba, Crazy Dayzees
027	Squiglet
028	Koopa Troopa, Hammer Bros
029	Rawbus

Prize: Boomer Card

Room 022: Boo and Gloomba

Rooms 031–039

Room	Enemies
031	Tileoid G, Tileoid B
032	Longator
033	Growmeba, Cureya, Squig
034	Bald Cleft, Stone Buzzy
035	Squig, Choppa

Room	Enemies
036	Ninjoe
037	Squig, Spike Top, Buzzy Beetle
038	Spiked Goomba, Magikoopa
039	Fire Bros, Tileoid G

Prize: Slim Card

Room 035: Squig and Choppa

Rooms 041–049

Room	Enemies
041	Clubba, Squiglet
042	Gloomba, Pokey
043	Koopa Striker
044	Squig, Squog, Cursya
045	Tileoid B, Tileoid R
046	Goomba (Dimensional), Paratroopa (Dimensional), Koopa Troopa (Dimensional)
047	Ice Cherbil, Poison Cherbil, Cherbil
048	Clubba, Magikoopa
049	Squog

Prize: Thudley Card

Room 045: Tileoid B and Tileoid R

Rooms 051–059

Room	Enemies
051	Buzzy Beetle, Spiny (Dimensional)
052	Pigarithm
053	Tileoid B, Spania
054	Dry Bones, Clubba
055	Hooligon
056	Dark Boo, Tech Cursya
057	Zoing-Oing, Ice Cherbils
058	Crazee Dayzee, Amazy Dayzee
059	Yellow Magiblot, Squig

Prize: Carrie Card

Room 055: Hooligon

Rooms 061–069

Room	Enemies
061	Beepboxer, Cursya, Tech Cursya
062	Dark Boo, Dull Bones
063	Clubba, Boomerang Bros
064	Tileoid R, Tileoid Y
065	Growmeba, Blomeba
066	Ninjoe, Skellobit
067	Longadile, Longator
068	Squoinker, Squog, Hammer Bros (Dimensional)
069	Soopa Striker

Prize: Fleep Card

Room 069: Soopa Striker

Rooms 071–079

Room	Enemies
071	Bald Cleft, Moon Cleft
072	Jawbus
073	Cursya, Reversya Cursya, Tech Cursya, Heavy Cursya
074	Copta
075	Ruff Puff
076	Boomboxer, Beepboxer, Blastboxer
077	Blue Magiblot, Squog
078	Chromeba, Blomeba
079	Skellobit (Dimensional), Spiky Skellobit (Dimensional)

Prize: Cudge Card

Room 076: Boomboxer, Beepboxer, and Blastboxer

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Rooms 081–089

Room	Enemies
081	Tileoid Y, Hogarithm
082	Red Magiblot, Squoinker
083	Pink Fuzzy, Cherbils
084	Spania, Shlorp
085	Poison Pokey, Dark Boo
086	Magikoopa, Koopatrol
087	Copter, Reversya Cursya, Chromeba
088	Ninjoe, Ninjohn
089	Headbonk Goomba

Prize: Dottie Card

Room 085: Poison Pokey and Dark Boo

Rooms 091–100

Room	Enemies
091	Gawbus
092	Ninjoe, Ninjohn, Ninjerry
093	Cursya, Skellobit, Ninjerry
094	Fire Bros, Squoinker
095	Skellobit, Spiky Skellobit
096	Fire Bros, Boomerang Bros (Dimensional)
097	Squiglet
098	Red Chomp
099	Blue Magiblot, Red Magiblot, Yellow Magiblot
100	Wracktail

Boss Battle: Wracktail

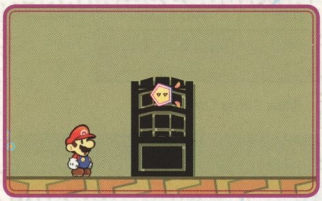
HP: ?? **ATK:** 10 **DEF:** —

Remember Fracktail? Wracktail is an advanced model of that mechanical dragon guardian. Wracktail is stronger and faster, but it follows the exact same patterns as Fracktail. The dragon swirls in the air before swooping across the playing field. Wracktail then zooms off to the right side of the screen before chewing up the floor as it powers to the left. Flip into 3D as the robot dragon whooshes along and jump on its back.

In the air, grab the little Wrackles with Thoreau and throw them at the machine's antenna. To defeat Wracktail, you must throw nine Wrackles into Wracktail's antenna. After three or so attacks, Wracktail will shake you off and you must jump on its back again to keep throwing Wrackles.

CAUTION

Watch out—Wrackles fire little projectiles at you. Jump over these, because every time you get hit, you waste precious seconds on Wracktail's back.



After defeating Wracktail, you get to open the last treasure chest. The prize is a new Pixl: **Dashell**. This speedy Pixl helps you rip across stages at top speed, cutting down on travel time and helping you escape from dangerous situations.

Flopside Pit of 100 Trials

Only after finishing the Flipside Pit of 100 Trials can you attempt the Flopside Pit of 100 Trials. To open the pit, you must use Fleep in Flopside B2 on the special wall marking above the pipe. Once the pit is open, the exact same rules apply from the Flipside Pit of 100 Trials. You get a break at every 10th room, you can leave between every 10 rooms, and if you leave either on your own account or through elimination, you must restart from room 001.

The monsters in the Flopside Pit look different than any you have seen so far. These are Dark monsters. Their outlines look familiar, such as Pokeys or Cursyas, but these silhouettes are much stronger and do more damage with each attack. Definitely stock up on healing items before heading into this pit, and mercifully, Flimm sometimes appears in every 10th room to sell you goodies. Just don't be surprised if he charges a premium.

TIP

Collecting cards? Take Catch Card SPs into the Flopside Pit of 100 Trials to capture these elusive creatures.

NOTE

There are some incredibly rare Paper Mario cards in the Flopside Pit of 100 Trials, such as Sushie and Boon.

Pit Structure

We have divided the 100 rooms from the Flipside Pit of 100 Trials into groups of 10, including the prize awarded for each milestone.

Rooms 001–009

Room	Enemies
001	Dark Goomba
002	Dark Goomba, Dark Koopa
003	Dark Goomba, Dark Cursya, Dark Paragoomba
004	Dark Paragoomba
005	Dark Koopa Troopa, Dark Spiked Goomba
006	Dark Ice Cherbil, Dark Squiglet
007	Dark Spiny, Dark Squiglet
008	Dark Goomba, Dark Spiny, Dark Cursya
009	Dark Spike Top, Dark Koopa Troopa

Prize: Dashell Card

Room 001: Dark Goomba

Rooms 011–019

Room	Enemies
011	Dark Squiglet, Dark Fuzzy
012	Dark Stone Buzzy
013	Dark Paratroopa
014	Dark Moon Cleft, Dark Heavy Cursya
015	Dark Paragoomba, Dark Moon Cleft
016	Dark Goomba, Dark Spania
017	Dark Spiny, Dark Dull Bones, Dark Cursya
018	Dark Stone Buzzy, Dark Spike Top
019	Dark Fuzzy, Dark Spiked Goomba

Prize: Goombario Card

Room 016: Dark Goomba and Dark Spania

Rooms 021—029

Room	Enemies
021	Dark Poison Pokey, Dark Fuzzy, Dark Cursya
022	Dark Spania
023	Dark Longator, Dark Fuzzy
024	Dark Paragoomba, Dark Dull Bones, Dark Poison Pokey

Room	Enemies
025	Dark Ruff Puff, Dark Moon Cleft
026	Dark Boo
027	Dark Ruff Puff, Dark Squiglet
028	Dark Spania, Dark Stone Buzzy
029	Dark Boo, Dark Goomba

Prize: Kooper Card

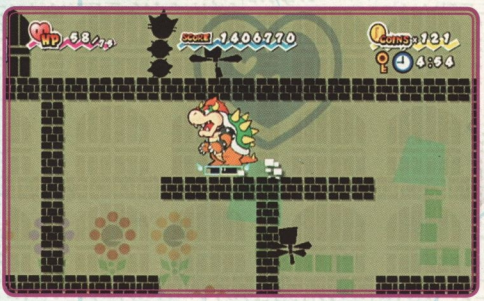
Room 025: Dark Ruff Puff and Dark Moon Cleft

Rooms 031—039

Room	Enemies
031	Dark Shlurp, Dark Ruff Puff
032	Dark Sproing-Oing, Dark Squiglet
033	Dark Choppa, Dark Poison Pokey
034	Dark Boomboxer
035	Dark Growmeba, Dark Squiglet

Room	Enemies
036	Dark Boomboxer, Dark Cursya
037	Dark Growmeba
038	Dark Ice Cherbil, Dark Cherbil, Dark Poison Cherbil
039	Dark Boo, Dark Megabite

Prize: Bombette Card



Room 033: Dark Choppa, Dark Poison Pokey

Rooms 041—049

Room	Enemies
041	Dark Soopa Striker
042	Dark Shlurp, Dark Cursya
043	Dark Choppa, Dark Boomboxer
044	Dark Sproing-Oing, Dark Cursya
045	Dark Shlurp
046	Dark Hammer Bros, Dark Goomba

Room	Enemies
047	Dark Boomerang Bros, Dark Paragoomba
048	Dark Fire Bros, Dark Spiked Goomba
049	Dark Striker, Dark Squiglet, Dark Magikoopa

Prize: Parakarry Card

Room 046: Dark Hammer Bros and Dark Goomba

Rooms 051—059

Room	Enemies
051	Dark Muth
052	Dark Chomp
053	Dark Clubba
054	Dark Squiglet
055	Dark Squiglet, Dark Spania

Room	Enemies
056	Dark Goomba, Dark Boomerang Bro, Dark Cursya
057	Dark Tileoid
058	Dark Hammer Bro, Dark Cursya
059	Dark Magikoopa, Dark Striker

Prize: Bow Card

Room 051: Dark Muth

Rooms 061–069

Room	Enemies
061	Dark Chomp, Dark Magikoopa
062	Dark Eeligon, Dark Magikoopa
063	Dark Tileoid, Dark Magikoopa, Dark Cursya
064	Dark Ninjoe
065	Dark Fire Bro, Dark Chomp
066	Dark Hammer Bro
067	Dark Cursya, Dark Clubba
068	Dark Clubba, Dark Koopatrol
069	Dark Ninjoe, Dark Poison Cherbil, Dark Megabite

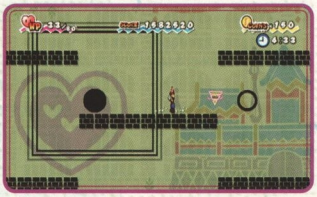
Prize: Watt Card

Room 063: Dark Tileoid, Dark Magikoopa, and Dark Cursya

Rooms 071–079

Room	Enemies
071	Dark Jawbus
072	Dark Koopatrol, Dark Koopa Troopa
073	Dark Barribad
074	Dark Eeligon, Dark Choppa
075	Dark Pigarithm, Dark Dayzee
076	Dark Koopatrol
077	Dark Tileoid, Dark Ninjoe
078	Dark Skellobit, Dark Ninjoe
079	Dark Skellobit

Prize: Sushie Card



Room 073: Dark Barribad

Rooms 081–089

Room	Enemies
081	Dark Spiky Skellobit, Dark Cursya
082	Dark Magikoopa, Dark Ice Cherbil
083	Dark Skellobit, Dark Spiky Skellobit
084	Dark Jawbus
085	Dark Magiblot
086	Dark Koopatrol, Dark Cursya
087	Dark Striker, Dark Squiglet
088	Dark Longator
089	Dark Tileoid, Dark Magiblot

Prize: Lakilester Card

Room 085: Dark Magiblot

Rooms 091–099

Room	Enemies
091	Dark Cursya
092	Dark Magikoopa, Dark Squiglet
093	Dark Boomerang Bro, Dark Hammer Bro, Dark Fire Bro
094	Dark Magiblot, Dark Ice Cherbil, Dark Dayzee
095	Dark Headbonk Goombas
096	Dark Jawbus, Dark Megabite
097	Dark Skellobit, Dark Spiky Skellobit
098	Dark Muth
099	Dark Koopatrol, Dark Fire Bro

Room 095: Dark Headbonk Goombas

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Hey, wait a second. Where's your prize for completing the Flopside Pit of 100 Trials? Well, it turns out that you need to battle through the pit a second time to prove your valor. If you complete the pit a second time, you'll earn some pretty amazing rare cards. So, head out to Flopside, rest at the inn, and visit Howzit to stock up on healing items again. The Pit of 100 Trials does not change the second time you visit. The monsters are in the exact same order. However, there is no prize every 10th room—those chests sit open and empty. You still meet up with Flimm every once in a while. If you manage to complete the Flopside Pit of 100 Trials for a second time, room 100 hosts a very special boss battle.

Boss Battle: Dark Heroes

Dark Bowser

HP: 100 **ATK:** 20 **DEF:** 4

Dark Peach

HP: 100 **ATK:** 10 **DEF:** —

Dark Luigi

HP: 100 **ATK:** 10 **DEF:** —

Dark Mario

HP: 100 **ATK:** 10 **DEF:** —

The final challenge in the Flopside Pit of 100 Trials is to defeat four dark doubles of the heroes. Dark Mario, Dark Luigi, Dark Peach, and Dark Bowser each appear one by one to attack you. You must defeat all four to complete the pit. You cannot fall during this battle or else—you guessed it—you must actually start the entire pit over again. Each Dark Hero uses his or her specific talents to attack. Dark Luigi, for example, can high jump over you. Dark Bowser breathes fire. Dark Peach glides overhead, just out of reach, and then drops right on top of you.

TIP

Be on the lookout for Dark Heroes getting ready to use healing items. When you see the enemies lift an item over their head, they are about to use it. Quickly attack to disrupt the effects of the healing item.

The best combo to defeat these four Dark heroes is Bowser with Carrie. Carrie lets Bowser breathe fire while in the air, giving you a serious advantage against these enemies as they try to get the drop on you. As soon as you catch them in Bowser's flames, keep holding down to see if you can hit them twice before they finally move out of the way. If you are at least Level 20, Bowser's ATK rating should be strong enough to delivers devastating attacks.

When you finally defeat the four Dark Heroes, you earn eight rare cards: Mario Card, Dark Mario Card, Peach 1 Card, Dark Peach Card, Bowser 1 Card, Dark Bowser Card, Luigi Card, and Dark Luigi Card. Now, with these excellent cards in your collection, you can leave the pit. However, if you ever need to level up, the Flopside Pit of 100 Trials is a great place to bank experience, so come back any time.

APPENDIX

Enemies

Mario and the heroes must face down an entire army of nasty creatures, mean monsters, and crafty bad guys. Don't face these hordes unprepared. Use this table to get the full scoop on every enemy you'll face down as you seek out the Pure Hearts and put an end to Count Bleck.

	Enemy	Max HP	ATK	DEF	How It Attacks
	Goomba	1	1	—	Walks into player
	Dark Goomba	10	2	—	Walks into player
	Spiked Goomba	1	2	—	Walks into player, pokes when lifted with Thoreau
	Dark Spiked Goomba	10	4	—	Walks into player, pokes when lifted with Thoreau
	Paragoomba	1	1	—	Bounces into player
	Dark Paragoomba	10	2	—	Bounces into player
	Gloomba	2	2	—	Poisons player
	Headbonk Goomba	1	2	—	Bounces into player
	Dark Headbonk Goomba	10	4	—	Bounces into player
	Koopa Troopa	1	1	1	Walks into player
	Dark Koopa	10	2	3	Walks into player
	Koopatrol	15	3	4	Charges player with spiked helmet
	Dark Koopatrol	30	6	8	Charges player with spiked helmet
	Paratroopa	1	1	1	Flies into player
	Dark Paratroopa	10	2	3	Flies into player
	Buzzy Beetle	1	1	3	Walks into player
	Spike Top	1	2	3	Walks into player, pokes when lifted with Thoreau
	Dark Spike Top	10	4	6	Walks into player, pokes when lifted with Thoreau

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Enemy	Max HP	ATK	DEF	How It Attacks
Parabuzzy	1	1	3	Flies into player
Spiky Parabuzzy	1	2	3	Flies into player
Stone Buzzy	3	2	—	Walks into player
Dark Stone Buzzy	3	4	—	Walks into player
Spiny	4	2	3	Pokes player
Dark Spiny	10	4	6	Pokes player
Lakitu	4	1	—	Drops Spinys on player
Dull Bones	15	4	—	Throws bones at player
Dark Dull Bones	20	8	—	Throws bones at player
Dry Bones	10	2	—	Walks into player
Hammer Bro	4	1	1	Throws hammers at player
Dark Hammer Bro	20	4	3	Throws hammers at player
Boomerang Bro	10	3	1	Throws boomerangs at player
Dark Boomerang Bro	20	6	3	Throws boomerangs at player
Fire Bro	10	3	1	Spits fireballs at player
Dark Fire Bro	20	6	3	Spits fireballs at player
Magikoopa	6	3	—	Casts magic spells at player
Dark Magikoopa	20	6	—	Casts magic spells at player
Koopa Striker	8	2	1	Kicks soccer shell at player
Toopa Striker	8	2	1	Kicks soccer shell at player
Soopa Striker	16	5	1	Kicks soccer shell at player
Dark Striker	20	6	3	Kicks soccer shell at player

Enemy	Max HP	ATK	DEF	How It Attacks
Clubba	20	3	—	Swings club at player
Dark Clubba	60	60	—	Swings club at player
Squiglet	2	1	—	Walks into player
Squig	4	1	—	Spits rocks at player
Squog	10	2	—	Spits rocks at player
Squoinker	15	4	—	Spits rocks at player
Dark Squiglet	20	8	—	Spits rocks at player
Sproing-Oing	4	1	—	Bounces into player, divides into three
Boing-Oing	8	2	—	Bounces into player, divides into three
Zoing-Oing	12	3	—	Bounces into player, divides into three
Dark Spoing-Oing	16	4	—	Bounces into player, divides into three
Boomboxer	4	2	—	Fires dual soundwaves at player
Beepboxer	10	4	—	Fires dual soundwaves at player
Blastboxer	16	6	—	Fires dual soundwaves at player
Dark Boomboxer	32	8	—	Fires dual soundwaves at player
Piranha Plant	2	1	—	Pops out of pipes
Putrid Piranha	5	2	—	Coughs poison gas at player
Frost Piranha	7	3	—	Coughs freezing air at player
Crazee Dayzee	10	2	—	Sings lullaby that puts player to sleep
Amazy Dayzee	30	10	—	Sings lullaby that puts player to sleep
Dark Dayzee	99	20	—	Sings lullaby that puts player to sleep
Fuzzy	5	1	—	Bounces into player

Enemy	Max HP	ATK	DEF	How It Attacks
Pink Fuzzy	10	2	—	Bounces into player
Dark Fuzzy	15	4	—	Bounces into player
Pokey	6	2	—	Tosses spiked segments at player
Poison Pokey	12	2	—	Tosses poisonous spiked segments at player
Dark Pokey	20	4	—	Tosses poisonous spiked segments at player
Cheep Cheep	2	1	—	Swims into player
Blooper	1	2	—	Swims into player
Bittacuda	10	2	—	Swims into player and bites
Jawbus	5	1	—	Lunges at player with big head
Rawbus	10	2	—	Lunges at player with big head
Dark Jawbus	30	8	—	Lunges at player with big head
Gawbus	20	4	—	Lunges at player with big head
Spania	6	1	—	Twirls into players with spiked head
Dark Spania	20	2	—	Twirls into players with spiked head
Cursya	1	1	—	Shuffles into player and inflicts slow status on player
Back Cursya	1	1	—	Shuffles into player, sends player back to Flipside if touched
Tech Cursya	1	1	—	Impairs Dimension Technique
Heavy Cursya	1	1	—	Temporarily weighs down jumping
Reversya Cursya	1	1	—	Temporarily reverses controls
Dark Cursya	10	2	—	Shuffles into player and inflicts slow status on player
Dark Tech Cursya	10	2	—	Impairs Dimension Technique
Dark Heavy Cursya	10	2	—	Temporarily weighs down jumping

	Enemy	Max HP	ATK	DEF	How It Attacks
	Dark Reversya Cursya	10	2	—	Temporarily reverses controls
	Swooper	3	1	—	Flies into player
	Cherbil	5	2	—	Puts player to sleep
	Ice Cherbil	5	2	—	Shoots freezing air at player
	Poison Cherbil	5	2	—	Shoots poison cloud at player
	Dark Cherbil	15	4	—	Performs all Cherbil attacks
	Boo	4	1	—	Flies into player when not looking
	Dark Boo	13	2	—	Appears next to player and hits with tongue
	Dark Dark Boo	20	4	—	Appears next to player and hits with tongue
	Atomic Boo	10	2	—	Giant Boo that attacks when player not looking
	Growmeba	2	1	—	Splits into multiple parts and flies into player
	Blomeba	5	2	—	Splits into multiple parts and flies into player
	Chromeba	10	3	—	Splits into multiple parts and flies into player
	Dark Growmeba	20	4	—	Splits into multiple parts and flies into player
	Mister I	??	2	—	Shoots lasers at player
	Red I	??	4	—	Shoots lasers at player
	Chain Chomp	4	1	4	Lunges at player
	Red Chomp	8	3	8	Lunges at player
	Dark Chomp	10	4	10	Lunges at player
	Bald Cleft	2	1	2	Runs into player
	Moon Cleft	5	2	4	Runs into player with spiked head
	Dark Cleft	10	4	10	Runs into player with spiked head

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	Enemy	Max HP	ATK	DEF	How It Attacks
	Shlurp	??	2	—	Shuffles into player
	Shlorp	??	3	—	Shuffles into player
	Dark Shlurp	??	4	—	Shuffles into player
	Thwomp	—	—	—	Drops on player from ceiling
	Spiny Tromp	—	—	—	Rolls into players
	Spiky Tromp	—	—	—	Rolls into players
	Bullet Bill	1	2	—	Flies into player
	Bill Blaster	—	—	—	Fires Bullet Bills at player
	Ruff Puff	15	4	—	Shoots lightning bolts at player
	Dark Ruff Puff	30	6	—	Shoots lightning bolts at player
	Lava Bubble	1	4	—	Burns player
	Tileoid G	5	1	—	Runs into player
	Tileoid B	10	1	—	Runs into player
	Tileoid R	15	2	—	Runs into player
	Tileoid Y	10	2	—	Runs into player
	Dark Tileoid	25	4	—	Runs into player
	Meowbomb	1	2	1	Runs into player
	PatrolMeow	5	2	1	Runs into player
	AirMeow	5	2	1	Flies into player
	SurpriseMeow	1	2	—	Shoots Meows at player
	Jellien	4	2	—	Flies into player
	Foton	8	2	—	Shoots lasers at player

Enemy	Max HP	ATK	DEF	How It Attacks
Warpid	10	2	—	Flies into player
Eeligon	10	2	—	Bounces into player
Hooligon	10	2	—	Bounces into player
Dark Eeligon	30	4	—	Bounces into player
Longator	12	1	—	Stretches neck at player
Longadile	20	2	—	Stretches neck at player
Dark Longator	30	4	—	Stretches neck at player
Barribad	4	2	—	Fires laser at player, hits with force field
Sobarribad	8	4	—	Fires laser at player, hits with force field
Dark Barribad	12	8	—	Fires laser at player, hits with force field
Pigarithm	??	2	—	Runs into player at high speeds
Hogarithm	??	4	—	Runs into player at high speeds
Dark Pigarithm	??	6	—	Runs into player at high speeds
Choppa	5	1	—	Flies into player
Copta	10	3	—	Flies into player
Dark Choppa	15	5	—	Flies into player
Muth	100	5	—	Runs at player, swings trunk
Mega Muth	200	8	—	Runs at player, swings trunk
Dark Muth	255	10	—	Runs at player, swings trunk
Floro Sapien	12	3	—	Throws flower head at player
Floro Cragnien	10	1	—	Shuffles into player
Ninjoe	6	2	—	Jumps at player, throws shuriken

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	Enemy	Max HP	ATK	DEF	How It Attacks
	Ninjohn	8	3	—	Jumps at player, throws shuriken
	Ninjerry	10	4	—	Jumps at player, throws shuriken
	Dark Ninjoe	20	5	—	Jumps at player, throws shuriken
	Skellobit	10	2	2	Runs into player
	Spiky Skellobit	10	2	2	Runs into player, hurts with spiky head
	Dark Skellobit	30	4	4	Runs into player
	Dark Spiky Skellobit	30	4	4	Runs into player, hurts with spiky head
	Skellobomber	10	2	2	Drops Skellobait on player
	Skellobait	5	2	1	Drops on player
	Spiky Skellobait	5	2	1	Drops on player
	Red Magiblot	15	6	—	Appears from nowhere, fires blots at player
	Blue Magiblot	25	4	—	Appears from nowhere, fires blots at player
	Yellow Magiblot	20	5	—	Appears from nowhere, fires blots at player
	Dark Magiblot	40	10	—	Appears from nowhere, fires blots at player
	Megabite	4	1	—	Flies into player
	Gigabite	6	2	—	Flies into player
	Dark Megabite	8	4	—	Flies into player
	Zombie Shroom	1	2	—	Pops out of ? Blocks
	Ghoul Shroom	10	5	—	Pops out of ? Blocks
	Sammer Guy	10–80	1–8	0–3	Attacks with sword or mace
	Small Sammer Guy	1	2–5	—	Attacks with sword—very fast
	Big Sammer Guy	30–99	3–10	0–4	Attacks with giant sword

Items and Gear

Mario and the heroes collect a number of special items and gear needed to take the fight to Count Bleck and stop his mad plot to destroy all of the dimensions. You can find these items in shops (such as Howzit's or Notso's) or in the wild, hidden in treasure chests or dropped by some creatures after defeat. This list offers a complete rundown of all of the items you use during your adventure (but not the Important Stuff items, such as the Return Pipe or Floro Sprout—those items are detailed in the actual walkthrough). Check out the exact function of each item before you spend your hard-won coins!

Item	Function
Fire Burst	Attacks enemies with a burst of burning fire
Ice Storm	Temporarily freezes enemies for easier attacks
Thunder Rage	Shocks and zaps enemies with lightning
Shooting Star	Cosmic forces rain down on your enemies
POW Block	Rattle nearby enemies by shaking the ground and ceiling
Shell Shock	Attack enemies by unleashing this shell
Gold Bar	Worth approximately 100 coins
Gold Bar x 3	Worth approximately 300 coins
Block Block	Use this item to deflect enemy attacks
Courage Shell	Reduces damage by half
Mighty Tonic	Doubles ATK power
Volt Shroom	Shock and paralyze enemies you touch
Ghost Shroom	Release this fungal agent to attack enemies
Sleepy Sheep	Temporarily put enemies to sleep

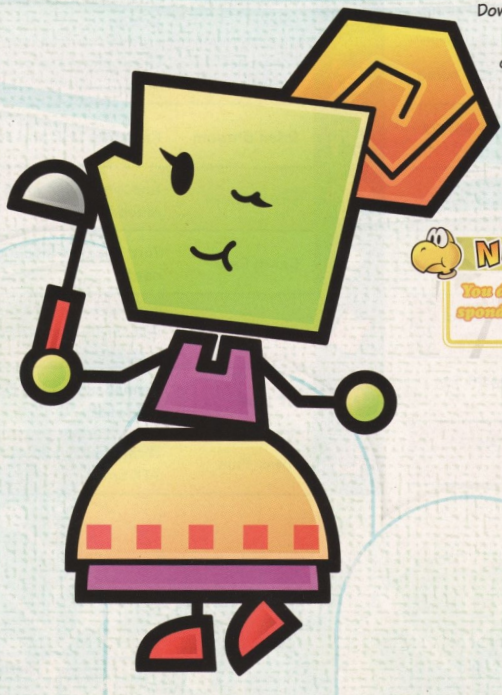
Item	Function
Stop Watch	Stop time, freezing enemies in their tracks
Mystery Box	Surprise package—randomly does different things
Star Medal	Rare medal worth 1,000 points
Gold Medal	Rare medal worth 10,000 points
Shroom Shake	Restores 10 HP and cures poison
Super Shroom Shake	Restores 20 HP and cures poison
Ultra Shroom Shake	Restores 50 HP and cures poison
Long-Last Shake	Gradually restores HP over time
Dried Shroom	Restores 1 HP and cures poison
Life Shroom	Restores 5 HP when your HP reaches zero
Catch Card	Turn enemies into a collectible card
Catch Card SP	Turn enemies into a collectible card—greater degree of success
HP Plus	Permanently adds 5 HP to your HP total
Power Plus	Permanently adds 1 ATK to your ATK total

Recipes

Flipside and Flopside each have special kitchens where you can cook up some tasty dishes. The chefs at these shops—Saffron is Flipside and Dyllis in Flopside—can take a variety of ingredients found in the shops and in the wild to craft their wares. Many dishes improve on the effects of the original ingredients. For example, something that restored only 10 HP would now restore 20 HP. Mixing ingredients is a great way to get powerful items without depleting your coin supply.

However, to cook up these dishes, you need to know the recipe prior to talking to the chef. If you just mix and match ingredients without a recipe, you can make some pretty funky foodstuffs—and most of them will not be beneficial to your health. Six Cooking Disks hidden in the dimensions, from Flipside to Chapter 7, give you access to a variety of recipes. When you have a Cooking Disk, take it to one of the chefs and place it in the Dining Specializer (DS, get it?) on the wall. Download the recipes and you can start cooking.

Of course, with this strategy guide, you get al of the recipes without having to hunt down the six disks. No wasted ingredients for you—we give you every single recipe in the game, the required ingredients, and the function of the new dish.



NOTE

You do not need to actually have a recipe's corresponding Cooking Disk to create the new dish.

Cooking Disk R

Item	Ingredient(s)	Function
Electro Pop	Thunder Rage	Shocking candy that zaps foes
Snow Cone	Ice Storm	Freeze enemies
Sky Juice	Blue Apple	Restores 15 HP and cures poison
Koopa Tea	Turtley Leaf	Reduces damage by half
Fried Shroom Plate	Shroom Shake	Restores 15 HP and cures poison
Roast Shroom Dish	Super Shroom Shake	Restores 30 HP and cures poison
Healthy Salad	Fresh Veggie	Restores 15 HP and cures poison
Roast Horsetail	Horsetail	Restores 10 HP and cures poison
Spicy Soup	Fire Burst	Restores 8 HP and cures poison
Inky Soup	Inky Sauce	Restores 15 HP and cures poison
Mistake	Mix wrong ingredients	Restores 1 HP and cures poison
Sweet Cookie Snack	Cake Mix	Restores 10 HP and cures poison

Item	Ingredient(s)	Function
Honey Candy	Honey Jar	Restores 12 HP and cures poison
Peach Juice	Peachy Peach	Restores 12 HP and cures poison
Herb Tea	Smelly Herb	Restores 7 HP and cures poison
Shroom Steak	Ultra Shroom Shake	Restores 70 HP and cures poison
Fried Egg	Big Egg	Restores 15 HP and cures poison
Hamburger	Power Steak	Restores 20 HP and cures poison
Spaghetti Plate	Fresh Pasta Bunch	Restores 15 HP and cures poison
Golden Meal	Gold Bar	Restores 1 HP and cures poison
Block Meal	Block Block	Temporary invincibility
Meteor Meal	Shooting Star	Attacks enemies with cosmic powers
Megaton Dinner	POW Block	Shakes ground and damages enemies
Dangerous Delight	Poison Shroom	Eat at own risk—seriously

Cooking Disk W

Item	Ingredient(s)	Function
Honey Shroom	Shroom Shake, Honey Jar	Restores 10 HP and cures poison
Honey Super	Super Shroom Shake, Honey Jar	Restores 20 HP and cures poison
Fruity Shroom	Shroom Shake, Peachy Peach	Restores 15 HP and cures poison
Shroom Broth	Shroom Shake, Smelly Herb	Restores 15 HP and cures poison
Awesome Snack	Cake Mix, Fresh Veggie	Restores 5 HP and cures poison

Item	Ingredient(s)	Function
Koopa Dumpling	Cake Mix, Turtley Leaf	Reduces damage by half
Sap Muffin	Cake Mix, Sap Soup	Restores 20 HP and cures poison
Lovely Chocolate	Mild Cocoa Bean, Fire Burst	Doubles ATK damage, reduces damage by half, enemies shocked when touched
Standard Chocolate	Mild Cocoa Bean, Poison Shroom	Slows you down

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Item	Ingredient(s)	Function
Sweet Choco-bar	Mild Cocoa Bean, Honey Jar	Restores 5 HP and cures poison
Shroom Choco-bar	Mild Cocoa Bean, Shroom Shake	Restores 15 HP and cures poison
Golden Choco-bar	Mild Cocoa Bean, Golden Leaf	Restores 25 HP and cures poison

Item	Ingredient(s)	Function
Heavy Meal	Honey Jar, Honey Candy	Slows you down
Mistake	Give Saffron Sleepy Sheep	Eat at own risk

Cooking Disk Y

Item	Ingredient(s)	Function
Mush-room Crepe	Shroom Shake, Cake Mix	Restores 20 HP and cures poison
Shroom Cake	Super Shroom Shake, Cake Mix	Restores 30 HP and cures poison
Chocolate Cake	Mild Cocoa Bean, Cake Mix	Restores 15 HP and cures poison
Mousse	Cake Mix, Big Egg	Restores 15 HP and cures poison
Fruity Cake	Peachy Peach, Mushroom Crepe	Restores 15 HP and cures poison
Heartful Cake	Cake Mix, Lovely Chocolate	Gradually fills HP over time
Peach Tart	Peachy Peach, Cake Mix	Restores 15 HP and cures poison

Item	Ingredient(s)	Function
Horsetail Tart	Horsetail, Cake Mix	Restores 12 HP and cures poison
Ginger-bread House	Chocolate Cake, Mousse	Restores 30 HP and cures poison
Shroom Pudding	Shroom Shake, Big Egg	Restores 25 HP and cures poison
Mango Pudding	Keel Mango, Big Egg	Restores 20 HP and cures poison
Love Pudding	Lovely Chocolate, Big Egg	Bittersweet treat that makes you tingle
Dayzee Syrup	Dayzee Tear	Double ATK and gradually fills HP
Miracle Dinner	Random, 8% chance of a Mystery Box	Restores 1 HP and cures poison

Cooking Disk B

Item	Ingredient(s)	Function
Town Special	Primordial Fruit	Restores 5 HP and cures poison
Fruity Punch	Peachy Peach, Keel Mango	Restores 15 HP and cures poison
Fruit Parfait	Peachy Peach, Snow Cane	Freeze enemies and dishes out damage
Snow Bunny	Snow Cone, Turtley Leaf	Freeze enemies and dishes out damage
Berry Snow Bunny	Snow Bunny, Pink Apple	Freeze enemies

Item	Ingredient(s)	Function
Mango Juice	Keel Mango	Restores 10 HP and cures poison
Mixed Shake	Peach Juice, Mango Juice	Restores 20 HP and cures poison
Warm Cocoa	Mild Cocoa Bean	Restores 10 HP and cures poison
Stamina Juice	Inky Sauce, Honey Jar	Gradually fills HP over time
Gradual Syrup	Long-Last Shake, Peachy Peach	Gradually fills HP over time

Cooking Disk B (Continued)

	Item	Ingredient(s)	Function
	Sap Syrup	Sap Soup	Gradually fills HP over time, halves damage
	Slimy Extract	Slimy Shroom	Cures curses and poison

	Item	Ingredient(s)	Function
	Weird Extract	Peach Juice, Hot Sauce	Puts enemies to sleep

Cooking Disk G

	Item	Ingredient(s)	Function
	Couple's Cake	Snow Bunny, Berry Snow Bunny	Happy-feeling desert that cures poison
	Shroom Delicacy	Shroom Shake, Dayzee Tear	Restores 10 HP and cures poison
	Volcano Shroom	Hot Sauce, Shroom Shake	Doubles ATK power
	Omelette Plate	Big Egg, Horsetail	Restores 20 HP and cures poison
	Fruity Hamburger	Keel Mango, Power Steak	Restores 25 HP and cures poison
	Gorgeous Steak	Power Steak, Hamburger	Restores 25 HP and cures poison
	Hot Dog	Power Steak, Fresh Veggie	Restores 20 HP and cures poison
	Spit Roast	Bone-In Cut	Doubles ATK power

	Item	Ingredient(s)	Function
	Veggie Set	Healthy Salad, Big Egg	Restores 20 HP and cures poison
	Dyllis Breakfast	Shroom Shake, Spicy Soup	Restores 15 HP and cures poison
	Dyllis Lunch	Fried Shroom Plate, Spaghetti Plate	Restores 20 HP and cures poison
	Dyllis Dinner	Fried Shroom Plate, Meat Pasta Dish	Restores 30 HP and cures poison
	Egg Bomb	Big Egg, Fire Burst	Damages enemies
	Dyllis Dynamite	Dyllis Breakfast, Egg Bomb	Damages enemies
	Odd Dinner	Poison Shroom, Fried Shroom Plate	Restores 2 HP and cures poison

Cooking Disk PU

	Item	Ingredient(s)	Function
	Meat Pasta Dish	Fresh Pasta Bunch, Power Steak	Restores 18 HP and cures poison
	Spicy Pasta Dish	Fresh Pasta Bunch, Hot Sauce	Doubles ATK power
	Ink Pasta Dish	Fresh Pasta Bunch, Inky Sauce	Restores 25 HP and cures poison
	Koopasta Dish	Fresh Pasta Bunch, Turtley Leaf	Reduces damage by half
	Choco Pasta Dish	Fresh Pasta Bunch, Mild Cocoa Bean	Restores 5 HP and cures poison

	Item	Ingredient(s)	Function
	Love Noodle Dish	Fresh Pasta Bunch, Lovely Chocolate	Doubles ATK, halves damage, and paralyzes touched enemies
	Roast Whacka Bump	Whacka Bump	Restores 5 HP and cures poison
	Spicy Dinner	Big Egg, Hot Sauce	Doubles ATK power
	Primordial Dinner	Primordial Fruit, Shroom Shake	Restores 15 HP and cures poison
	Koopa Pilaf	Horsetail, Turtley Leaf	Reduces damage by half

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Item	Ingredient(s)	Function
Dyllis Special	Fruity Hamburger, Roast Shroom Dish	Restores 60 HP and cures poison
Dyllis Deluxe	Gorgeous Steak, Shroom Steak	Restores 90 HP and cures poison
Luxurious Set	Dyllis Dinner, Fried Shroom Plate	Restores 30 HP and cures poison

Item	Ingredient(s)	Function
Space Food	Ice Storm, Shroom Shake	Restores 10 HP and cures poison
Emergency Ration	Fire Burst, Shroom Shake	Restores 10 HP and cures poison
Trial Stew	Couple's Cake, Poison Shroom	Devastates your HP—don't eat

Special Ingredients

Some of those recipes require special ingredients that you won't find in the regular Howzit shops. Some ingredient are dropped by creatures in the wild or found at the tiny Itty Bits stores that are accessible only after you recover Dottie (the Pixl). The probability of a creature dropping an ingredient is completely random. You many attack five Muths without getting a Bone-In Cut and then get two of the ingredient with the next two encounters.

Ingredients

Ingredient	Where Found?	Function
Turtley Leaf	Dropped by Koopas	Reduces damage by half
Inky Sauce	Dropped by Bloopers	Restores 3 HP and cures poison
Cake Mix	Itty Bits in Flipside	Restores 5 HP and cures poison
Big Egg	Itty Bits in Flipside	Restores 12 HP and cures poison
Honey Jar	Itty Bits in Flipside	Restores 10 HP and cures poison
Poison Shroom	Dropped by Cursya	Toxic—don't eat
Dried Shroom	Found in wild, Inn in Flopside	Restores 1 HP and cures poison
Smelly Herb	Itty Bits in Flopside	Restores 5 HP and cures poison
Horsetail	Found in wild, Itty Bits at Dotwood Tree	Restores 7 HP and cures poison
Peachy Peach	Itty Bits at Dotwood Tree	Restores 10 HP and cures poison
Dayzee Tear	Dropped by Crazee Dayzee	Restores 3 HP and cures poison
Slimy Shroom	Inn in Flopside	Restores 10 HP and cures poison

Ingredient	Where Found?	Function
Keel Mango	Itty Bits in Downtown Crag	Restores 7 HP and cures poison
Mild Cocoa Bean	Itty Bits in Downtown Crag	Restores 5 HP and cures poison
Primordial Fruit	Found in wild, Downtown Crag	Restores 10 HP and cures poison
Sap Soup	Dropped by Floro Sapiens	Restores 3 HP and cures poison
Power Steak	Itty Bits in Flopside	Restores 15 HP and cures poison
Fresh Veggie	Itty Bits at Dotwood Tree	Restores 10 HP and cures poison
Bone-In Cut	Dropped by Muths	Doubles ATK power
Golden Leaf	Dropped by Amazee Dayzee	Restores 1 HP and cures poison
Fresh Pasta Bunch	Itty Bits in Flopside	Restores 5 HP and cures poison
Hot Sauce	Itty Bits in Overthere	Doubles ATK power
Whacka Bump	Dropped by Whacka	Restores 30 HP and cures poison

Card Collection

There are 256 cards for you to collect while you and Mario set out to bring down Count Bleck and stop the impending disaster of the Void. There are many ways to collect cards, from catching them with Catch Cards bought at shops to finding them hidden in treasure chests. Some of these cards are ultra-rare (the rarity scale goes from one to three stars), and you must fulfill very specific requirements to find them. For example, find most of the Pixl cards by finishing off the Flipside Pit of 100 Trials.

If you're having trouble finding certain cards, check out the card shops in Flipside and Flopside. The Flipside shop sells cards at a discount, but you can't see what you're buying. You may end up with 18 Goomba Cards. The Flopside card shop charges a premium for their cards, but at least you can see what you're buying. The Flopside card shop changes inventory every time you enter the town of Flopside, so keep checking back to see if any rare cards appear in the store inventory.

If you're going for the full collection of cards, you'll need to check out the entire walkthrough. There are cards in every chapter, in the post-game events (such as the Sammer Guy showdown), and in Flipside/Flopside. Here are all 256 cards for your perusal. Don't you want a full a set, too?

1. Goomba

2. Dark Goomba

3. Spiked Goomba

4. Dark Spiked Goomba

5. Paragoomba

6. Dark Paragoomba

7. Gloomba

8. Headbonk Goomba

9. Dark Headbonk Goomba

10. Koopa Troopa

11. Mega Koopa

12. Dark Koopa

13. Koopatrol

14. Dark Koopatrol

15. Paratroopa

16. Dark Paratroopa

17. Buzzy Beetle

18. Spike Top

19. Dark Spike Top

20. Parabuzzy

21. Spiky Parabuzzy

22. Stone Buzzy

23. Dark Stone Buzzy

24. Spiny

25. Dark Spiny

26. Lakitu

27. Dull Bones

28. Dark Dull Bones

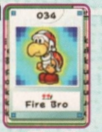
29. Dry Bones

30. Hammer Bro

31. Dark Hammer Bro

32. Boomerang Bro

33. Dark Boomerang Bro



34. Fire Bro

35. Dark Fire Bro

36. Magikoopa

37. Dark Magikoopa

38. Koopa Striker

39. Toopa Striker

40. Soopa Striker

41. Dark Striker

42. Clubba

43. Dark Clubba

44. Squiglet

45. Squig

46. Squog

47. Squoinker

48. Dark Squiglet

49. Sproing-Oing

50. Boing-Oing

51. Zoing-Oing

52. Dark Sproing-Oing

53. Boomboxer

54. Beepboxer

55. Blastboxer

56. Dark Boomboxer

57. Piranha Plant

58. Putrid Piranha

59. Frost Piranha

60. Crazee Dayzee

61. Amazy Dayzee

62. Dark Dayzee

63. Fuzzy

64. Pink Fuzzy

65. Dark Fuzzy

66. Pokey

67. Poison Pokey

68. Dark Pokey

69. Cheep Cheep

70. Blooper

71. Bittacuda

72. Jawbus

73. Rawbus

74. Dark Jawbus

75. Gawbus

76. Spania

77. Dark Spania

78. Cursya

79. Back Cursya

80. Tech Cursya

81. Heavy Cursya

82. Reversya Cursya

83. Dark Cursya

84. Dark Tech Cursya

85. Dark Heavy Cursya

86. Dark Reversya Cursya

87. Swooper

88. Cherbil

89. Ice Cherbil

90. Poison Cherbil

91. Dark Cherbil

92. Boo

93. Dark Boo

94. Dark Dark Boo

95. Atomic Boo

96. Growmeba

97. Blomeba

98. Chromeba

99. Dark Growmeba

100. Mister I

101. Red I

102. Chain Chomp

103. Red Chomp

104. The Underchomp

105. Dark Chomp

106. Bald Cleft

107. Moon Cleft

108. Dark Cleft

109. Shlurp

110. Shlorp

111. Dark Shlurp

112. Thwomp

113. Spiny Tromp

114. Spiky Tromp

115. Bullet Bill

116. Bill Blaster

117. Ruff Puff

118. Dark Ruff Puff

119. Lava Bubble

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120. Tileoid G

121. Tileoid B

122. Tileoid R

123. Tileoid Y

124. Dark Tileoid

125. Meowbomb

126. PatrolMeow

127. AirMeow

128. Surprise-Meow

129. BigMeow

130. Meowmaid

131. SecuriMeow

132. Jellien

133. Foton

134. Warpid

135. Eeligon

136. Hooligon

137. Dark Eeligon

138. Longator

139. Longadile

140. Dark Longator

141. Barribad

142. Sobarribad

143. Dark Barribad

144. Pigarithm

145. Hogarithm

146. Dark Pigarithm

147. Choppa

148. Copta

149. Dark Choppa

150. Muth

151. Mega Muth

152. Dark Muth

153. Floro Sapien

154. Floro Cragnien

155. Ninjoe

156. Ninjohn

157. Ninjerry

158. Dark Ninjoe

159. Underhand

160. Skellobit

161. Spiky Skellobit

162. Dark Skellobit

163. Dark Spiky Skellobit

164. Skello-bomber

165. Skellobait

166. Spiky Skellobait

167. Red Magiblot

168. Blue Magiblot

169. Yellow Magiblot

170. Dark Magiblot

171. Megabite

172. Gigabite

173. Dark Megabite

174. Dark Mario

175. Dark Luigi

176. Dark Peach

177. Dark Bowser

178. Zombie Shroom

179. Ghoul Shroom

180. Fracktail

181. Wracktail

182. Frackle

183. Wrackle

184. Big Blooper

185. Francis

186. King Croacus

187. Bonechill

188. Count Bleck

189. Nastasia

190. O'Chunks

191. Mimi

192. Mr. L

193. Brobot

194. Brobot L-type

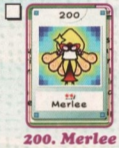
195. Dimentio

196. Super Dimentio

197. Merlon

198. Nolrem

199. Merluvlee



200. Merlee

201. Bestovius

202. Watchitt

203. Merlumina

204. The InterNed

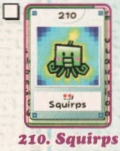
205. The InterChet

206. Welderberg

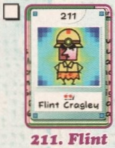
207. Red & Green

208. Gnip

209. Gnaw



210. Squirps



211. Flint Cragley

212. Hornfels & Monzo

213. King Sammer

214. Sammer Guy

215. Small Sammer Guy

216. Big Sammer Guy

217. Luvbi

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218. Jaydes

219. Grambi

220. Whacka

221. Mario

222. Luigi

223. Peach (1)

224. Peach (2)

225. Peach (3)

226. Bowser (1)

227. Bowser (2)

228. Tippi

229. Thoreau

230. Boomer

231. Slim

232. Thudley

233. Carrie

234. Fleep

235. Cudge

236. Dottie

237. Barry

238. Dashell

239. Piccolo

240. Tiptron

241. Goombario

242. Kooper

243. Bombette

244. Parakarry

245. Bow

246. Watt

247. Sushie

248. Lakilester

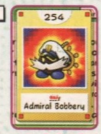
249. Goombella

250. Koops

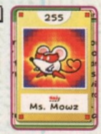
251. Madame Flurrie

252. Yoshi

253. Vivian



254. Admiral Bobbery



255. Ms. Mowz

256. Toad

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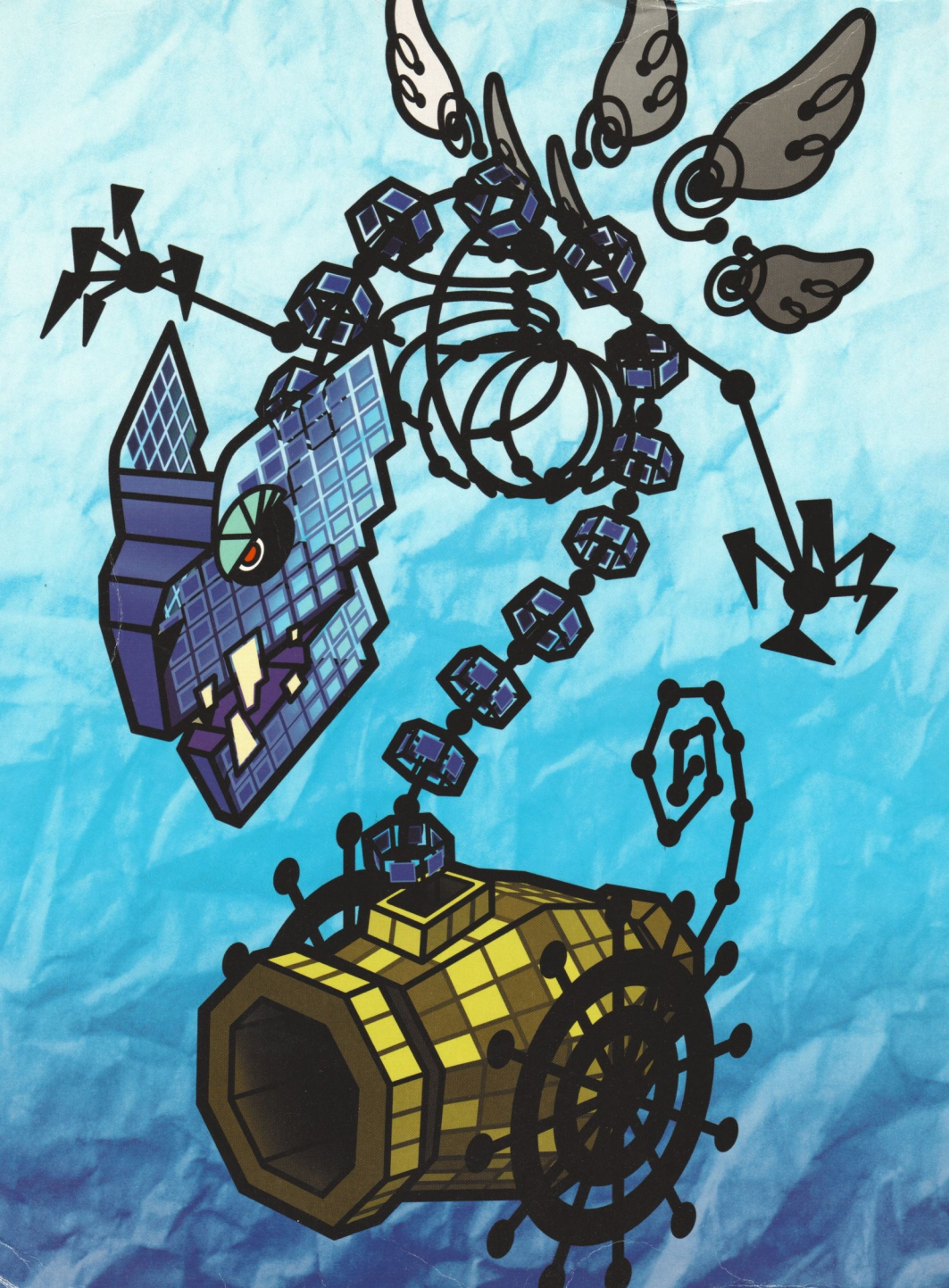

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